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A MAGAZINE WITH *ATTITUDE*

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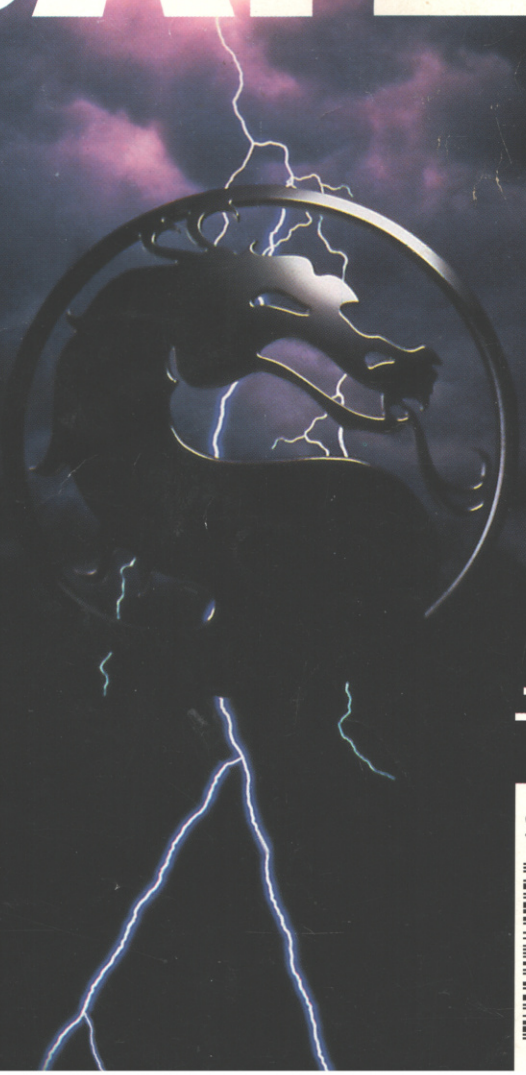

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1

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Future PUBLISHING

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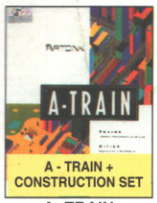


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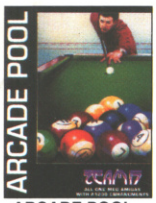


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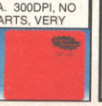

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**AMIGA POWER**

**ISSUE 44 DECEMBER 1994**

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**SUBSCRIPTIONS AND OVERSEAS DISTRIBUTION**
Cary Court, Somerton, Somerset
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Annual subsciption rate £39.95, post free

**AMIGA POWER IS PRINTED IN THE UK**

A member of the Audit Bureau of Circulations
ABC Registered circulation **48,147** Jan-June 1994

**THANKS TO**
Julia from Aquavite for the F-Max.



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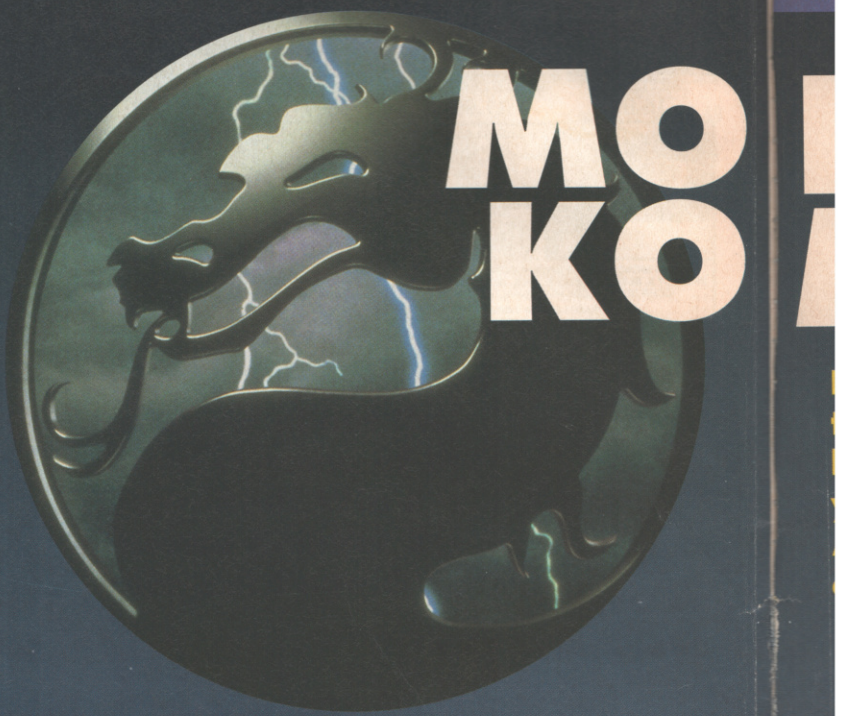
**84 READER ADS** Beginners start here! For this is our reader ads section, where goods are paraded for you to examine and, if you wish, purchase.

**88 THE BACK PAGE** On test: Inspector Geezer's powers of deductive reasoning.

## MO KO

## CANNON FODDER 2

**Thousands more soldiers meet their deaths for your entertainment. Plus! The levels YOU designed. Page 42**

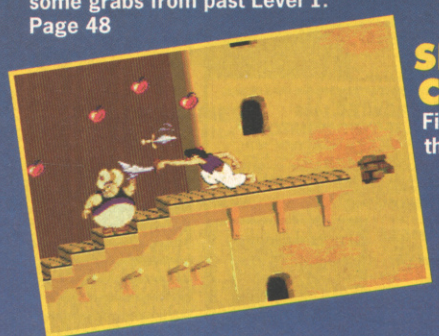
## SENSIBLE WORLD OF SOCCER

**Blub. This truly is the greatest Amiga game ever. And it's ours. Page 60**

**WIN! A DAY AT A RALLY SCHOOL! PAGE 105**

## ALADDIN

**The best platform game we've played for ages – and we even got some grabs from past Level 1. Page 48**



## SIM CITY 2000

**First there... No. It's even better than Sim City. Page 66**

## LORDS OF THE REALM

**The surprise hit of the month. With Rich, at least. But he's a man who's rarely wrong. Or, indeed, quiet. Page 74**

## FIELDS OF GLORY

**Napoleonic manoeuvres in some fields. Of glory. Page 70**

**JONATHAN NASH WOULD JUST LIKE TO SAY:** "The questionable virtues of speculative phone calls." **SUE WOULD JUST LIKE TO SAY:** "I want to go now!" **SARAH WOULD JUST LIKE TO SAY:** "Sniff."

# OVER 66

MILLION PEOPLE MURDERED, AND NOW HE'S ADVERTISING SKY TV

# RTAL MBAT 2

**Everything you need to know about the biggest game of the year. And! Win a *Mortal Kombat 2* coin-op! Page 8**

# HELICOPTERS

**We try to discover why helicopters and games go together so well... Page 30**

## ZEEWOLF

**...and review what's perhaps the finest helicopter game yet. Page 38**

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**DECEMBER 1994**

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PAUL WOULD JUST LIKE TO SAY: "It's not fair."

# disk

Had the bathroom tile not been invented, an AMIGA POWER coverdisk would have served admirably in its stead. But it was, so you may feel free to use this month's disks for the purpose for which they were really intended – your personal gratification.

## INTRODUCING DISK 44

# ALADDIN

**Try out our demo (which basically consists of the whole of level one) and you'll see why we reckon *Aladdin*'s so great, if a bit easy. Although it does get harder than this later on. Slightly. Especially the bit where you're running through the cave and huge great hole's suddenly keep appearing in front of you. That bit's rather unfair, if anything.**

# ZEEWOLF

**We were so impressed by *Zeewolf* – we designed our own mission. Watch out, particularly, for Hell Island, as we've dubbed it.**

# SENSIBLE GOLF

***Sensible Golf* is a whole new style of golf game, and our demo gives you three hole of it to try out. Without any bugs or anything.**

## GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, chuck it in an envelope along with an explanatory letter and an SAE (or you'll never hear from them again), and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 44, Discopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, we'll sharpen the edges with a file and throw it, frisbee-style, into your face.

# disk 44

## YOUR DISK AND YOU

**READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.**

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

**OH NO! SOMETHING WENT WRONG!**

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

  AMIGA POWER Disk 44 Returns
  Discopy Labs
  PO Box 21
  Daventry
  NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We'll just throw 'em straight in the bin. So send them to Discopy, why don't you?

**Author:** Binary Asylum

Bung any complaints about this demo straight to us, because we at AMIGA POWER sat down with pens and paper and designed this level all on our own. In such a fiendishly clever way that you can play it over and over again in all manner of diverse and interesting ways, natch. We are the mightiest beings ever to produce a computer games magazine, after all.

The basic game's pretty much like *Desert Strike*, with you flying around, shooting things and picking up ammo and fuel. Veterans of the game recommend you eschew the joystick in favour of the trickier but more rewarding mouse option, as pointing in the direction of travel and throttling with the right button gives much tighter control over your gunship. Whichever method you use, keys worth knowing about are:

**ESC** – Restarts the mission.
**G** – Land/take off.
**H** – Deploy winch.
**SPACE** – Toggles through cannon, rockets and missiles.
**CTRL** – Toggles between mouse and joystick control.
**RETURN** – Toggles between tactical and full screen modes.
**UP & DOWN** – Cycle through missions on tactical screen; cycle through weapons on resupply screen.
**LEFT & RIGHT** – Cycle through individual targets on each mission; alter weapon load on resupply screen.

Anything blue in the game is friendly, so you can pick up and transport the blue tank using the winch, and re-supply from the little blue crane things. Just land next to one, wait for it to connect up to your helicopter and then use the arrow keys to load up weapons. If it looks like you're going to crash into something while landing, pressing Fire will bounce you upwards, giving you time to alter your landing site.

This mission doesn't appear in the game (like we said, we designed it) and sets you the task of drastically reducing noise pollution. Everywhere you look on the islands, horribly loud yobs are playing football in the park, screeching around in planes or just driving aimlessly round and round in circles, fugging the air with monoxides, playing their car stereos far too loud and leering at girls. Your men on the ground have approached them politely and tried pointing out that not everyone likes modern beat combos at 120 decibels, but to no effect. Consequently, you have been called in to:

- Mow down the yobs in the park. That'll teach them to trample on the flower beds.
- Drown out their stereos with rocket fire as you rip up their convoy. Watch out for the mobile radar at the front, as it makes any missile batteries it drives past fearsomely accurate.
- Gain air superiority by knocking out anything else that flies. There's no particular reason for this, other than it makes you feel better than everyone else as you fly over them.

Once you can complete all of these missions, why not try again? Except now:

- Try to crash the picnic by blowing up the tank and landing among the yobs in the park. (Watch out for grenades.)
- Pick up your tank and drop it near the yobs. Then watch them flee as it dispenses 122mm death.
- Try to take out the defences of the dreaded Hell Island.
- Blow open all the domes to see what goodies lurk inside.
- Try to re-supply against the clock by landing on Camel Island without taking out the enemy tanks.
- Try to drop your tank on enemy ships.

What's the point of all of this? Well, there isn't one, but so what?

We designed the level so you can mess around lots and generally have fun. Enjoy.

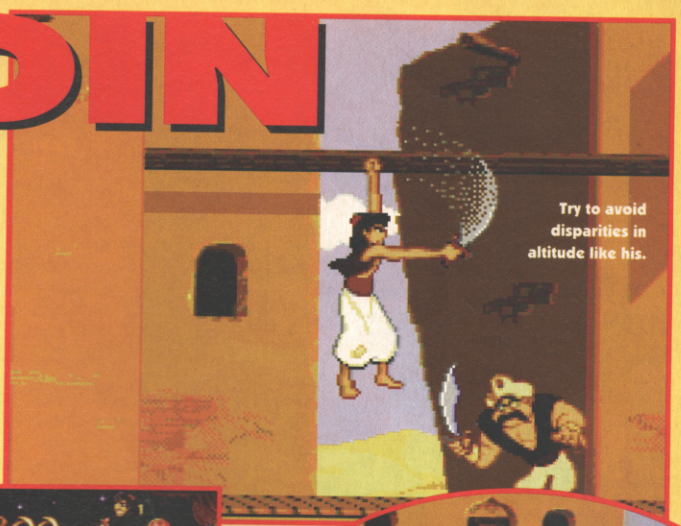
# ALADDIN

**Author:** Virgin

A1200 ONLY

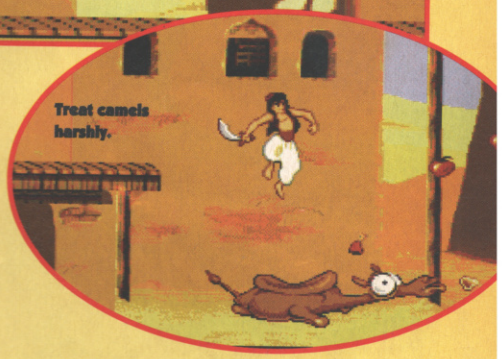
Disney. Harmless purveyor of popular entertainment, espousing 'family values' and teaching small humans that crime does not pay, or sinister organisation implicated in the Kennedy assassination by short-lived 'Brown Bobby' McKennell? Only you, the public can decide.

One thing's for sure, and that's that Disney games are free of controversy. Take *Aladdin*, for example. No politically unsettling content – guaranteed. Instead it's a fairly standard platformer, but one with all the refinements platform games should have (support for two button joysticks, a lack of athletic fish and the like). We were therefore delighted to secure a bumper demo for you, our readers. Play! the entire first level with the curious fruit machine bonus game at the end, without! having to worry about the moral implications of indirectly supporting a company suspiciously prohibited by law from buying more than a further 8% of Webley, one of the world's leading small-arms manufacturers. *(What a grand jape, eh readers? – AP Legal Dept.)*


Try to avoid disparities in altitude like his.

Duck beneath airborne cutlery

Behind you!


Treat camels harshly.

# SENSIBLE GOLF

**Author:** Sensible

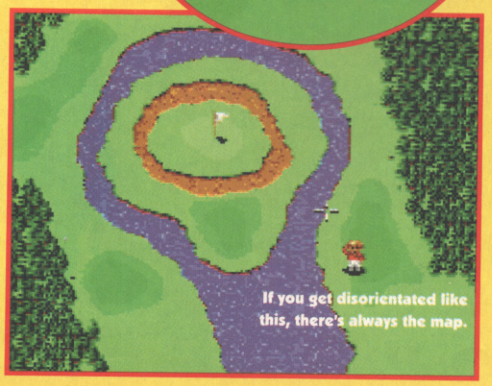
We've just discovered a fab hidden feature of *Sensible Golf*. If you select the joystick port two option with a mouse plugged in, the player constantly circles his tee, resulting in a splendidly hypnotic spiralling view of the green. It almost makes up for the lack of computer opponents, which hilarious round-the-clock *Cannon Fodder 2*-programming action prevented Sensible from implementing. (Actually, it might be in there after all. It's just we couldn't get it to work. Tch.)

The necessity of seizing biological compatriots cannot be helped. Perhaps you could take this opportunity to practise social skills as you persuade people to join in this three-hole demo and use the oh-so-obvious left/right to move the cursor and up/down to select a club control method. You could describe the way to hit the ball by pressing fire to set the power of the shot, and then fire again to stop the blob within the red sector of the circle. You could explain that with different clubs, and depending upon where the ball is, the red sector will fluctuate in size to reflect the difficulty of a particular shot. Then, at the critical moment you could add that pressing the space bar gives a map view of the hole, and new friends will be yours. The possibilities are endless with this exciting new game.

If our *Sensible Golf* demo won't work on your A500, it's probably due to a problem we only discovered at the last minute, and weren't able to fix. Kindly accept our apologies, and don't return your disk for a new one as it won't help.

This could once have been an ancient burial ground. For all they care.

In Kangaroo Court next month: The folly of only allowing seven-letter names.

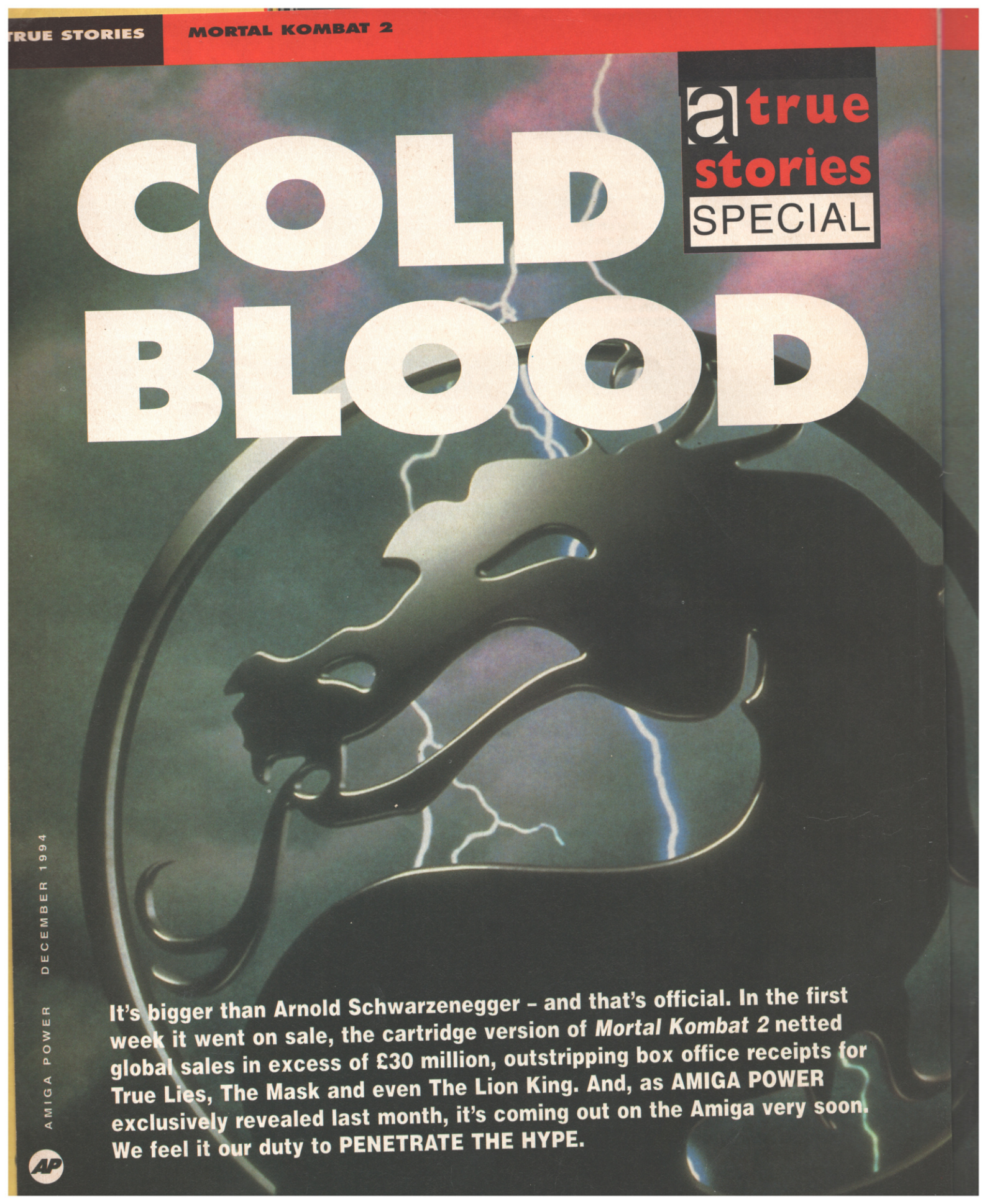

If you get disorientated like this, there's always the map.

## TECHNOBABBLE

This is absurd. "Give us demos of your new games," we demand of software publishers. "Make them special and great, so they will not be embarrassed to be presented on the same medium as *Gravity Force 2*. And crush them until they are very small, so there is no need for an infuriating decompression process involving our readers formatting two blank disks beforehand, so that the *Zeewolf/Sensible Golf* coverdisk will automatically write on them runnable versions of these games. And, by the way, ensure that *Sensible Golf* will run even on the ancient A500s of several people." "No," reply the software publishers haughtily. What is a body to do? We are nonplussed.

a true stories SPECIAL

# COLD BLOOD



**It's bigger than Arnold Schwarzenegger – and that's official. In the first week it went on sale, the cartridge version of *Mortal Kombat 2* netted global sales in excess of £30 million, outstripping box office receipts for True Lies, The Mask and even The Lion King. And, as AMIGA POWER exclusively revealed last month, it's coming out on the Amiga very soon. We feel it our duty to PENETRATE THE HYPE.**

**Runs on:** A500, A600, A1200
**Publisher:** Acclaim
**Authors:** Probe
**ETA:** Out now

Two-and-a-half million copies distributed to 15,000 retail outlets across the globe... A £7 million marketing campaign... Biggest 'ship-out' of any video game in history... 65 lorries, 11 jumbo jets and hundreds of security guards... Straight to number one in the Gallup charts... Sold out across the country within days of its release...

Blimey. But hang on. It's only another game. A beat-'em-up, in fact. What's all the fuss about?

You musn't say things like that. Not unless you wish to invite the disdain of all those who consider themselves true game fans. *Mortal Kombat 2* is the biggest, most important video game of the year, and the news that it's coming to the Amiga is a cause for immense celebration. Or so we're led to believe.

But we've seen the Amiga charts. We know that at least half the games our readers buy are football games, and that *Premier Manager 3* is going to rocket straight to the top spot the moment it's released. We know that, when you're not playing football games, you're playing absorbing strategy games like *Theme Park* and *The Settlers*. Or tricky shoot-'em-ups like *Cannon Fodder*. We know that, although the original *Mortal Kombat* floated about near the top of the Amiga charts for a while after its release, it only made it into our Readers' Top 100 at number 18. We know that, when it comes to beat-'em-ups, you're likely to be about as interested in how to access Sub-Zero's death move as you are in the atomic number of caesium*.

This situation must obviously be rectified if you're to avoid social embarrassment in gaming circles. So by the end of this enormous six-page feature, you will know all the characters in *Mortal Kombat 2* intimately. You will know their special moves, their strengths and weaknesses, their backgrounds and even, no matter how much it might gall you, how old they all are. You will be in a position to avoid such gaffes as asking if you can 'be' Goro, or getting the blokes with hats mixed up. You will be fully conversant with terms such as 'babality', 'fatality' and 'double flawless'. Without wincing, you will be able to utter such phrases as, "Shang Tsung, yeah, he can morph, right, but Raiden could have him with his Uppercut Explosion any time."

We're sorry about this, but it is for your own good.

*It's 58.

## FIRST THINGS FIRST

If you haven't already, read Stuart's review of *Mortal Kombat 1* in AP33. As well as amusing you greatly, it will give you all the background information you need to know – the controversial 'gore', the digitised-from-real-people characters, the death moves and all the rest of it. And, more importantly, you will learn that, while the console versions of *Mortal Kombat* were a bit patchy, the Amiga one was spot on, with weighty punches, excellent sound effects, a solid level of difficulty, and a cunning method of reducing all the moves onto a one-button joystick. Stuart gave it 86%.

So – *Mortal Kombat 2*. What's the difference? The coin-op sequel added new characters, as well as enhancing the existing ones, both in appearance (bigger) and versatility (more moves). And the Amiga version?

"The good news is that we've managed to get all the characters and moves into the Amiga version," says 'Barg' of Probe Software, who are developing it. "The only thing is, Shang Tsung will just morph into the character you're fighting against, rather than all of them. Apart from that, everything's there."

Hurrah. And the bad news?

"Eh?"

Well, if that was the good news...

"Oh. No. There isn't any bad news. We're really pleased with how good we've managed to get the game. The moves are all the same as the coin-op, and they're not too hard to execute, because we've used the same system as we did for the first game, substituting combinations of joystick movements and the fire button for the six buttons of the coin-op."

How long have you been working on it?

"Incredibly, we've done the whole thing in about three months. Acclaim only decided to do an Amiga version very recently, so we've been working horribly long hours to get it finished."

So, is the Amiga version going to trounce every other version once more?

"It's a bit different this time, because the console versions are so much closer to the coin-op. But the Amiga version is basically the same as the Mega Drive one – we've taken the graphics straight from that – except the sound should be improved."

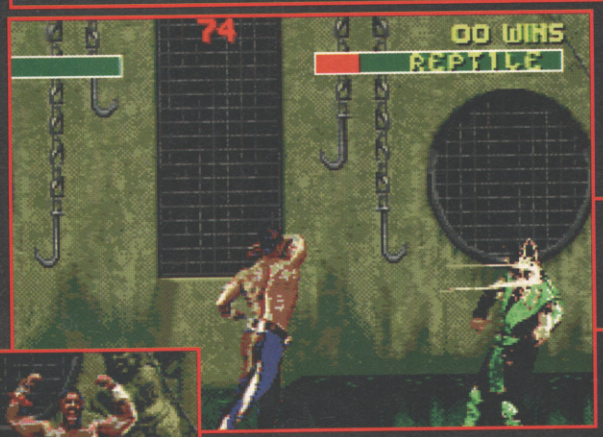
Let's hope he's right, eh, readers? *Mortal Kombat* 2 wasn't *quite* finished in time to review this month, and will consequently be on sale before we've passed mighty judgement on it. But we've been playing a pre-production version which seemed absolutely great.

# 10 SO SAY A BIG HELLO TO...

A whole bunch of new characters, with all-new moves and everything. A good bluff might be to say something like, "Hmm, they're all very well, but not a patch on the old characters." Although you're unlikely to impress anyone.

## KITANA

Along with Mileena, one of the game's two girls. And a really good character to pick, with her terrifying ninja fan (as long as you don't try using it long-range, as it can be countered with missile attacks).



## JAX

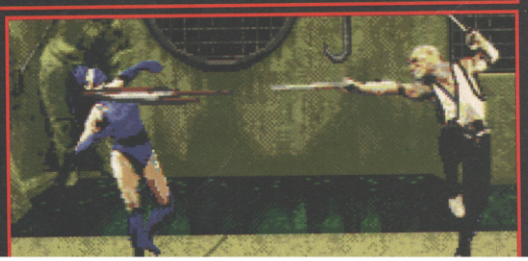
A US special forces operative, on a mission to rescue Sonya from Shao Kahn. Relies on brute force to see him through the game, specialising in picking people up and punching them in the face until they start to cry.

## KUNG LAO

A goodie, and in fact a direct descendant of the first ever winner of the tournament. Wears a hat, confusingly, and does a 'shield' that isn't of much practical value. Otherwise, a good, workmanlike range of moves.

## MILEENA

The other girl, and ostensibly the sister of Kitana. Possessed of several powerful attacks, although they can all unfortunately be easily blocked if your opponent knows what they're doing. Does a useful roll/teleport-kick combination



## BARAKA

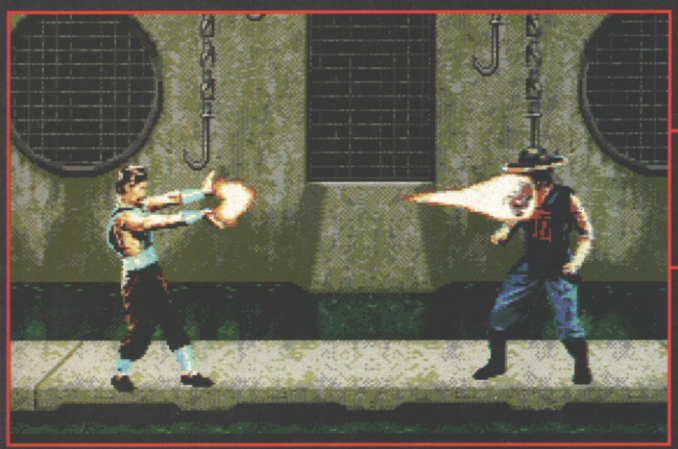
The fearsome lieutenant of Shao Khan, and, although unflinchingly loyal to his master, he hopes to defeat him in the tournament and become ultimate ruler of the outworld. We can't believe we're writing this.

# AND IT'S WELCOME BACK TO...

The best characters from the first game. They've all been spruced up a bit, some more than others, but you'll find all your favourite moves and combos will still work. If you can remember them. Occasionally mourning the absence of Sonya might be a good ploy.

## RAIDEN

Back again, with his hat, and this time with a really good combo that combines his electric attack and torpedo push.



## SHANG TSUNG

The ultimate baddie in the first game, now you can really 'be' him. He's much younger now, but still comes with the ability to morph into other characters and use their moves, and launch fireballs.

## LIU KANG

Sort of the 'goodie', really, and the sworn enemy of the evil Shao Kahn. Much as he was in the first game, if slightly faster.

## SCORPION

The one with the harpoon. Who's dead. Although now he does a rather useful leg sweep as well.

## SUB-ZERO

Still cold, but sadly neglected in the sequel.

## WHO'S THE BEST CHARACTER?

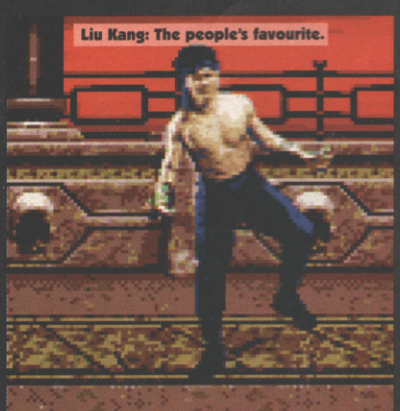
The source of much contention among *MK2* players, but we've got no strong opinions. So we asked some people who do.

'BARG', OF PROBE SOFTWARE: "Well, I'd normally go for Liu Kang. But in the Amiga version, the way the controls work mean that Sub-Zero's a really good bet – you can pull off his moves really quickly."

JAMES LEACH, EDITOR OF SUPER PLAY: "Kitana, 'cos she's fast, a bit like Chun Li. But Zy reckons Liu Kang, 'cos he's really hard. And quite fast too."

ANDY LOWE, EDITOR OF SEGA POWER: "Kitana again. She's, like, good all round, a good annoying character, and not too difficult to look at if you catch my drift. If I couldn't 'have' her, it'd have to be Liu Kang, because he sounds good, and does good fighting."

WILL GROVES, FROM GAMESMASTER: "Er... Er... I dunno. *(Muffled)* Does anyone know the best character in *Mortal Kombat 2*? No? *(Unmuffled again)* No. Er, who are they all again?" There's Liu Kang, Ki... "Yes. Liu Kang." Why's that? "Has he got a hat?" No, a headband. "Because he's got a headband."



Liu Kang: The people's favourite.

ANDY DYER, EDITOR OF TOTAL: "Sonya, 'cos she's a bird." (You can only control her in *Mortal Kombat 1*, though, eh readers? Tsk.)

DAVE GOLDER, DEPUTY EDITOR OF ULTIMATE FUTURE GAMES: "Liu Kang, because, er, he goes Le-le-le-le-le-le-le. Or something. Apparently."

So that settles it, then.

## JOHNNY CAGE

Supposedly a film star turned fighter. Has gained an energy bolt in the sequel, a shadow punch and a more powerful 'package check'.

## REPTILE

Previously a 'hidden opponent', now yours to control. The harpoon's gone and he can now spit acid, but he still looks suspiciously like Scorpion.

# 12 AND YOUR OPPONENTS...

## KINTARO

Completely different in every way from *Mortal Kombat 1*'s Goro, except for having four arms. The first of the two bosses, and really very difficult to beat.

## SHAO KHAN

At the top of the mountain that's got your opponents' faces on it is a horrible statue, which turns out to be the evil Shao Khan. He wears a strange helmet, and keeps barging into you in an unsportsmanlike manner.

# SECRET CHARACTERS

## NOOB

Our research uncovered very little about Noob, save that he's based on Scorpion, and dressed in black to look like a cyborg. Apparently, the programmer of the coin-op is called Ed Boon, and Noob is some sort of in-joke.

## SMOKE

It's Scorpion again, only grey. (Except you musn't say that, of course.) These 'secret' characters, incidentally, are generally reached by defeating opponents using only one sort of move on certain stages. We're not saying which as it's a secret. Smoke – by coincidence, of course – is able to perform all Scorpion's moves.

## JADE

Certainly not a green version of Kitana. Oh no. Legend tells that, if you beat her, you get to play Sonya from *Mortal Kombat 1*. Probably.

## MORTAL KOMBAT: THE MOVIE

(Oh crumbs.) You will, of course, be queuing up at the cinema next year to see *Mortal Kombat*: The Movie. To miss it would be unthinkable. It's being directed by Paul Anderson, who had something to do with Platoon, and filmed in Thailand.

## GLOSSARY OF TERMS

**Cut out this guide and keep it with you at all times, lest you find yourself drawn into an unexpected conversation about *Mortal Kombat 2* without having had time to brush up on the many unique forms of expression it involves.**

### BABALITIES
Rather than 'finishing' him (or her), it's possible to perform a babality and shrink your vanquished foe to a baby (or, to use the Japanese term, Super Deformed) version of him- (or her-) self. This is obviously very silly, but does go a long way to improving the shelf life of a game based around repeatedly punching an opponent.

### 'BE'-ING GORO
'Be'-ing Goro is a bit of a social minefield, so don't go wandering into it without these vital pieces of information. For a start, he's not actually in *MK2*, so if you start going on about him, those around you will realise how out of touch you are and laugh at you. Secondly, you never could, and never will 'be' Goro. It's just not possible. Anyone claiming to have a cheat to 'be' Goro is a blackguard, and should never be trusted.

### "BE"-ING KINTARO
Although he's got four arms and looks exactly the same, Kintaro is apparently completely different from Goro. He does, however, appear in *MK2*, which is more than can be said for Goro. At the time of going to press, we've seen no evidence to sugest that you can 'be' Kintaro, either. So there.

### COMBOS
Not, in fact, something to do with Burger King's midweek specials, but actually a way of making things harder for yourself for pain and profit. Once you've mastered a cartwheel uppercut or a mid-air backbreaker, it kind of takes the fun out of it. But wait, what if you could perform a cartwheeling mid-air backbreaker? That would be doubtlessly smart. The flashier these combinations get, the more points you're awarded after the fight. Probably.

### F2
The key that turns off the music in the *MK1*. If, as we suspect, it's the same for the sequel, then we suggest it's the first thing you press. For as we all know, in-game music is THE MALIGNANT CRAFT OF THE DARK MASTER.

### FATALITIES
Beating your opponent to a semi-conscious state simply isn't good enough in *MK2*. No, you need to do a total number on him (or her) and thoroughly kill them to death, which is where fatalities come in. How it works is this: You pound the opponent until you get to all that macho "Finish Him!" stuff, and then access your character's special finishing move. In practice, this means learning (or getting a friend to tell you) a joystick and fire button sequence. Get it wrong and the loser falls over. Get it right and hurtage is inflicted. It's all very exciting. And controversial. Apparently.

### FLAWLESS VICTORY
Outclassing an opponent to such a degree that you completely waste him (or her) (blimey this is getting tedious) without even getting scratched earns you a flawless victory bonus. If you do it again in the next round, you get a bigger double flawless victory, plus the option to feel smug. Rumours that the coin-op version of *MK3* will contain a quadruple flawless victory for anyone who can beat up an opponent in front of their girl- (or boy-) friend have neither been confirmed nor denied by arcade giants Midway.

### FRIENDSHIPS
These involve inexplicably making it up to the person you've just half-killed. You can do a little dance, give them an autographed photo or shower them with presents to show them how you feel. Unfortunately, friendship moves are generally regarded as being 'a bit girlie' in *MK2* circles, so it's far cooler simply to know about them rather than how to actually do them.

### PIT FATALITIES
The same as ordinary fatalities, except all the characters can use them, and they only work on certain screens. So called because they involve killing your opponent by dropping him (or her) into a pit with some spikes or something at the bottom. There is a perverse kind of logic to all this.

### MULTIPLE DECAPITATION
This is something Johnny Cage can do, and although we've yet to see one, we're intrigued. Surely you can only decapitate someone once? Maybe he uses a bacon slicer or something.

### RIGHT
A form of vocalised comma, frequently used in conversations about *Mortal Kombat 2*. For example: "You know *Mortal Kombat 2*, right, well, right, you know Reptile, right, and he's green, right..." etc.

### YEAH
See Right.

# "BE" KINTARO!

## AND WIN – NO! – BUT YES! – A *MORTAL KOMBAT 2* COIN-OP WORTH £2,400!

This, surely, is the most valuable prize AMIGA POWER has ever given away. We've teamed up with Acclaim to offer you the chance to win a genuine, bona fide, fully-working *Mortal Kombat 2* coin-op machine, just like in the arcades. You'll be able to set it up in your bedroom and Fight to your heart's content, possibly even loading up the Amiga version simultaneously and comparing just how accurate it is.

**I am Kintaro and I claim my prize.**

**Human alias** _____

**Address** _____

_____

_____

_____

_____

### WHAT YOU MUST DO
What we want you to do is convince us that you are, in fact, Kintaro out of *Mortal Kombat 2* (the one with four arms). We don't mind how you do this – you might want to send us a photograph or a video recording. Or you might want to be slightly more inventive and, for example, send us a jumper with four arms, knitted by your granny. (Except we've thought of that one). Basically, the more trouble you go to, and the more convincing an argument you put up, the more chance you've got of winning.

Fill in the coupon below (or a photocopy) and send it, with your evidence, to: "No, I'm Kintaro", AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW to arrive by 31st December 1994. The slight catch is that we're running this compo in conjunction with our neighbours on Amiga Format, so their readers will be vying for the prize too. But, hey, AP readers are renowned as the most powerful in the world, and should be able to crush all opposition. And you could always buy a copy of Amiga Format and enter the compo their way as well, thus doubling your chances.

### THE RULES
**1. Employees of Future Publishing and Acclaim aren't allowed to enter.**
**2. Your entry must reach us by 31st December 1994.**
**3. The editor's decision is final.**

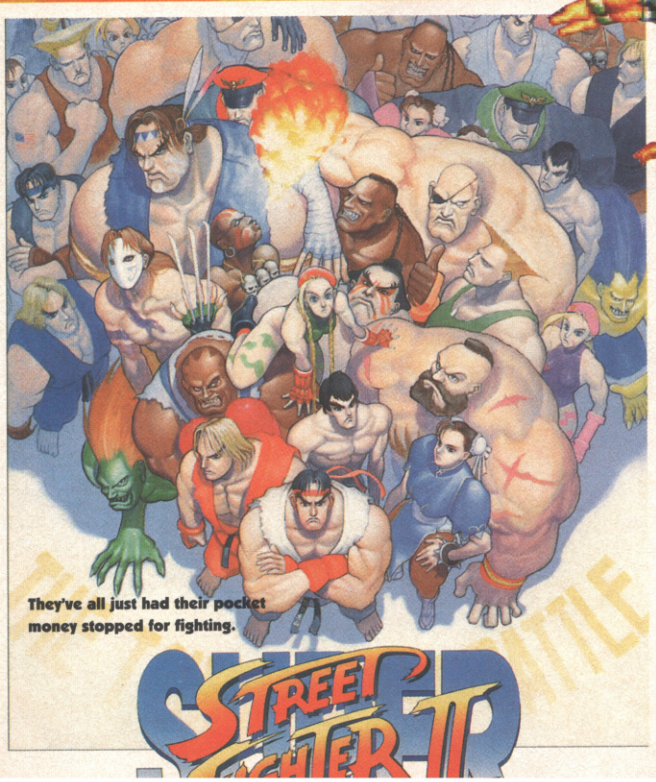
**Can you find the cheat to reverse all the writing on the coin-op?**

**Decried as another cynical cash-in by weary SNES owners, *Super Street Fighter 2* is actually a significantly better game that the original, if you don't mind paying for it twice. And next February, as the Amiga goes beat-'em-up-sequel crazy, US Gold are bringing it out on the Amiga.**

a true stories SPECIAL

## ... AND WHAT'S THIS? BLIMEY, IT'S...

# SUPER STREET FIGHTER II



They've all just had their pocket money stopped for fighting.

**Runs on:** A500 (1Mb), A1200, CD32
**Publisher:** US Gold
**Authors:** In-house
**ETA:** February 1995

*Street Fighter 2* is the most famous video game in the world. It affects people in bizarre ways. It has spawned a series of updates: *Street Fighter 2 Championship Edition*, *Street Fighter 2 Turbo*, and *Super Street Fighter 2*. It's sold absurd numbers of SNES and Mega Drive cartridges. *Street Fighter 2* – The Movie is currently in production. In Japan, you can buy *Street Fighter 2* comics, *Street Fighter 2* sweets, *Street Fighter 2* figures and *Street Fighter 2* stationery. When *Street Fighter 3* comes out, the world will stand still...

But in the meantime, we Amiga owners can look forward to our own version of *Super Street Fighter 2*, the most recent in the series.

While the Championship version added the ubiquitous 'be'-the-bosses facility, and the *Turbo* version ran slightly faster (and hence would hardly be worth Amiga conversions), *Super Street Fighter 2* goes a great deal further, with four new characters to play, each with a new setting.

And the Amiga version, promise US Gold, will be the best conversion yet, incorporating all the new characters and special moves. It's not being programmed by Creative Materials this time, but by a special US Gold in-house team headed by producer Ken Lockley.

"We have a totally new contol mechanism that enables the player to play *SSF2* the way it was meant to be played in the arcade," reveals Ken, when challenged about the rather vague controls in the original. "The player will have maximum control of their character."

**"Certainly won't be wimpy"**

All the buttons on the CD32 should help, of course, if you've got one. But how about the sound? That was rather weedy originally as well.

"The sound on the CD32 will be awesome, with a full soundtrack, and for the Amiga versions we'll try to recreate the sound from the arcade. It certainly won't be wimpy."

## PLUS! ALL YOUR OLD FAVOURITES, BUT IMPROVED...

**E HONDA**
Now with a more powerful Sumo Smash.

**CHUN LI**
Now has a strong kick and a chargeable fireball.

**GUILE**
Barely changed, save for a new-look fireball.

**ZANGIEF**
Extensively toughened-up, with a special long-range grab.

**RYU**
Now with a red fireball, which works like a Yoga Flame.

**KEN**
Has a new combo, consisting of a Dragon Punch followed by a strong punch.

**M BISON**
New special attack that can pass through projectiles.

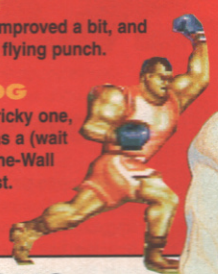
**DHALSIM**
Largely unchanged, although his teleport is a bit easier.

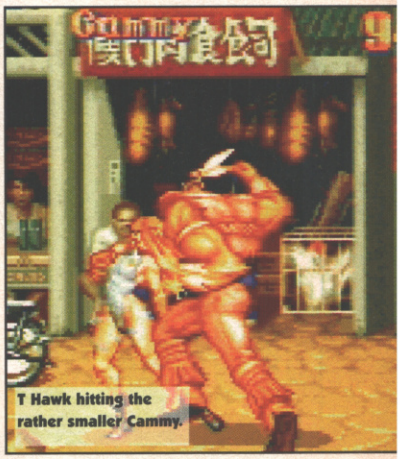
**BLANKA**
Now has an extra-tough arced spinning roll.

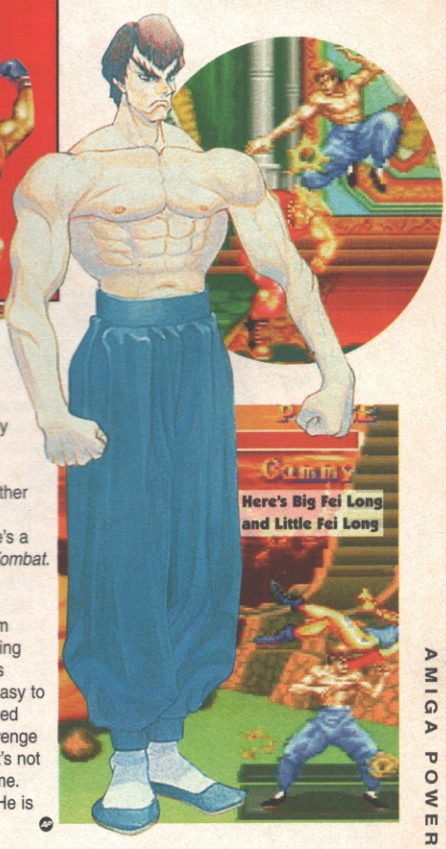
**VEGA**
With something called a Flying Psycho Fist and a more powerful scissor kick.

**SAGAT**
Generally improved a bit, and with a new flying punch.

**BALROG**
Always a tricky one, but now has a (wait for it) Off-the-Wall Claw Thrust.





What about Capcom? we wondered. Do they like to oversee the conversion, or do they just let you get on with it?

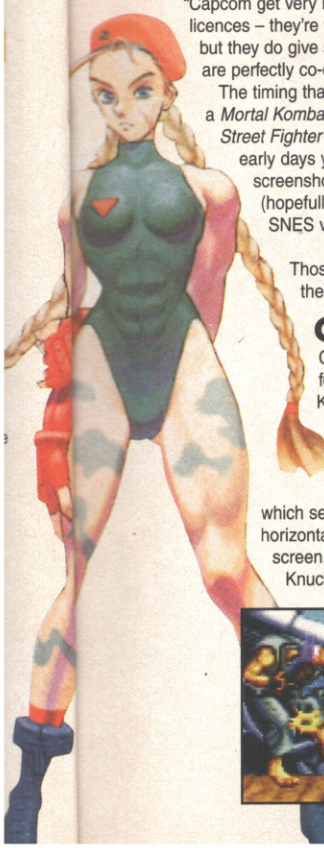
"Capcom get very involved in all their licences – they're very protective, but they do give some leeway and are perfectly co-operative."

The timing thankfully spares us a *Mortal Kombat 2* vs *Super Street Fighter 2*-type, and as it's early days yet, all the screenshots are from the (hopefully not so different) SNES version.

Those new characters, then:

### CAMMY

Cammy is notable for being played by Kylie Minogue in the forthcoming movie. Her moves include the Cannon Drill, which sends her spinning horizontally across the screen, the Spinning Knuckle, which is a bit crap, the Thrust kick, which works like a Dragon Punch, and a couple of Slams. She is from England, and is (nngh) a secret agent.



### DEE JAY

If you like Guile, you'll like Dee Jay, whose moves are also charge-based. He can do a Sonic Boom-type thing, a devastating Hyper Fist, a Double Dread Kick and some throws. His tracksuit bottoms are slightly unfortunate, but he has large muscles. He comes from Jamaica, and (cough) is a musician who uses his sense of rhythm to aid his fighting. Probably.

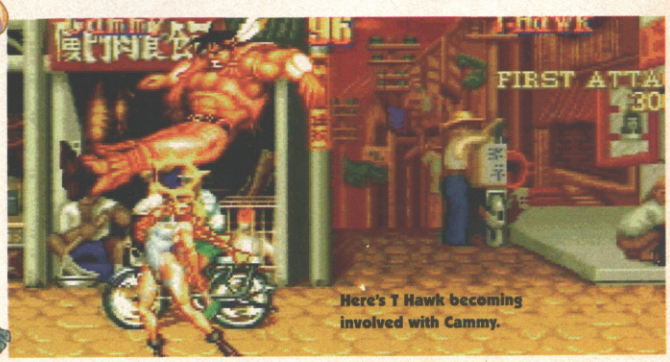
### FEI LONG

True *Super Street Fighter 2* players pick Fei Long, because he takes loads of practice to get to grips with, and you're probably really great if you can make him work or something. He does Rekka Ken punches, which you can string together with devastating results, and a tremendous Rising Dragon Kick. He's a movie star, like that one in *Mortal Kombat*.




### T HAWK

Does a lethal Storm Hammer kick, making some professionals spurn him as too easy to win with. He is a Red Indian, seeking revenge for... No. Aaargh. It's not real. It's only a game. *(Get a grip. – Ed)* He is 36 years old.



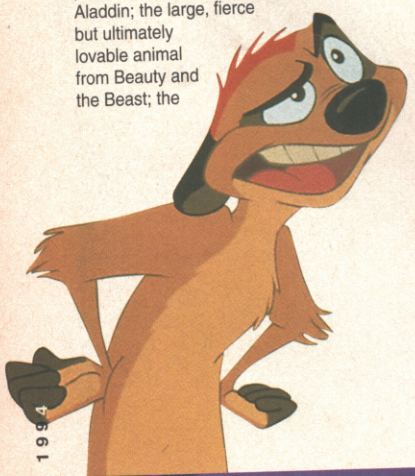
# TRUE STORIES

**You can't imagine the trouble we go to getting all the latest news for you every month. Hours and hours of patiently waiting by the phone or fax. It's tiring.**

# THE MANE ATTRACTION

## It's the game of The Lion King. From Virgin.

AMIGA POWER frowns upon The Lion King, viewing it as a cynical amalgam of the most successful elements of all Disney's previous films. Witness the blue parrot and kung-fu-fighting monkey from Aladdin; the large, fierce but ultimately lovable animal from Beauty and the Beast; the cute-baby-growing-up-to-be-just-like-its-deceased-parent from Bambi; and so on. Throw in a limp, predictable plot, songs you'll have forgotten before you've even stepped outside the auditorium, and some nonsense about a Circle of Life, and you've got a huge disappointment all round, salvaged at the last minute only by the inevitable top-quality animation and Darth Vader.

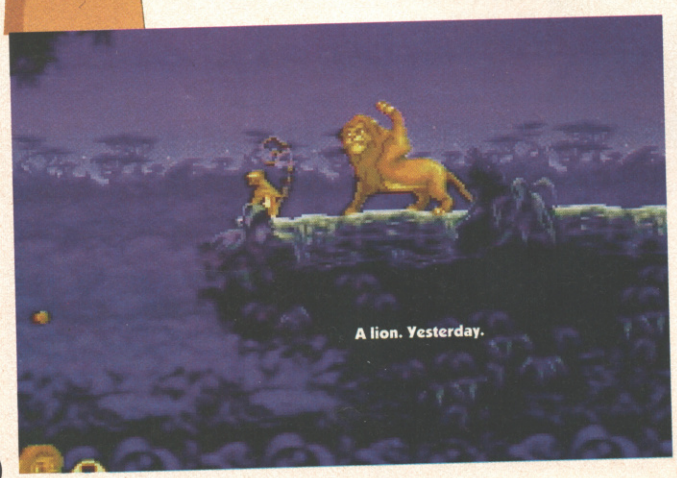


What, then, are Simba and his chums doing adorning our news pages? Has AP sold out? Now that we're part of a sinister global megacorporation (see endless stories in various newspapers' 'City' sections), are we compelled to print what legions of executives in grey suits tell us to print, rather than what what our hearts would have us write about? Of course not.

The Lion King is actually the subject of a new game from Virgin, and all the indications are that it'll be every bit as slick and entertaining as *Aladdin* (reviewed on page 48). Like *Aladdin, The Lion King* is basically a direct conversion of Virgin's Mega Drive game. And, given that that's been getting scores of, for example, 90% in Gamesmaster magazine, there's much to look forward to.

**"You're a lion in it"**

You won't be surprised to learn that *The Lion King* is a platform game. Or that you're a lion in it, jumping around the African savannah collecting things. Interestingly, though, you start off the game as a new-born cub called Simba, and then suddenly grow up halfway through into a huge, muscley lion with a



Simba. Earlier.

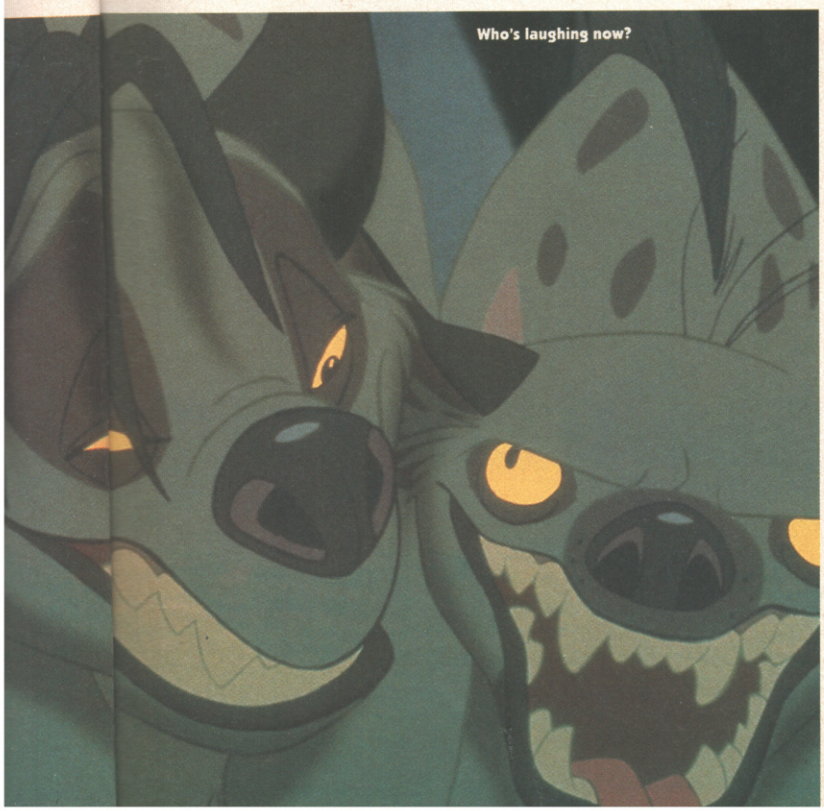
mane and big teeth and everything. Presumably, then, twice the usual number of frames of animation are involved, a fact which will no doubt be ably represented on the back of the box.

And Virgin are packing in plenty of other new ideas to ensure that this is a bit more than just another platform game. All the other animals are there for the interacting with – you can swing from rhino's tails, ride on ostriches, be tossed about by monkeys and all that sort of thing. And you can roar at animals to make them help you.

And, of course, there are baddies, including the comedy hyenas and a showdown with the evil Scar at the end. It's not all platform-based, either – the rather good stampede in the film has been turned into a 3D scrolling section where you're running out of the screen, trying to avoid the buffalo charging up behind you. But, er, apart from that it probably is all platform-based.

We've pinched the screenshots on these pages from the Mega Drive version, but Virgin assure us the Amiga one will be virtually indistinguishable. And looking at the two virtually indistinguishable versions of *Aladdin* side by side, we see no reason to doubt them.

AMIGA POWER has with any luck secured an exclusive review of *The Lion King* for next month to go in the special 'top Christmas games' extravaganza we're planning, along with an equally-exclusive playable demo (which is, er, the other reason we're getting so excited about it this month). Until then, accept nothing less.


Who's laughing now?

# AMIGA ON SHOW

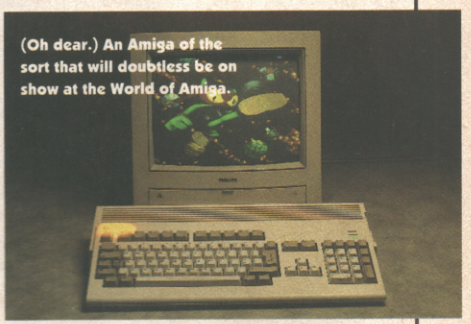
"World of Amiga Steaming Ahead," cry Commodore, evoking an unfortunate image of our favourite computer as some sort of 19th century, coal-fired creation of Charles Babbage, rather than the miracle of modern technology we know it to be. They're referring to the return of their dedicated Amiga show, which takes place in December at the Wembley Exhibition Centre in London after a couple of years' absence.

"The interest has been incredible," claims David Pleasance, Commodore's (at the time of going to press) joint managing director. "We've sold two-thirds of the space already."

"That's as good or better than in past years," he adds, confusingly.

You'll be most interested in the games area, for some reason titled Software City. All the big publishers have promised to attend. Then there'll be a big Amiga Format/AMIGA POWER stand, where you might conceivably be able to meet your favourite AP writers. There's the Retail Park, where you can "spend hard cash" on "products", if you want to. And finally there's ACE village, which apparently has something to do with "productivity". Kiss FM will be broadcasting live from the show, too, which sounds intriguing.

World of Amiga takes place on the 9th, 10th and 11th of December at the Wembley Exhibition Centre and is open from 10am-5.30pm on Friday and Saturday and from 10am-4pm on the Sunday. Tickets cost £6 for adults and £4 for under-14s, and you can order them by telephoning 01369 7711.


(Oh dear.) An Amiga of the sort that will doubtless be on show at the World of Amiga.

# PRESS RELEASE OF THE MONTH

We were deeply impressed by a large, glossy leaflet which arrived in the AP office recently about something called the Eye Massager. "Now," it says, "Refresh Your Eyes and Relieve Strain Associated with fatigue in minutes With the Eye Massager." It works by rubbing the area around your eyes (a helpful picture of a girl's face annotated in Cantonese is included), and claims it

"helps in preventing near-sight or decreasing the rising speed of near-sightedness", which can't be bad. The Eye Massager is available from Golden Image (UK) Ltd (0181 900 9291), who also sell a range of Amiga peripherals and an adjustable foot rest with built-in – yes – Massage Facility. Truly the world can get no stranger. Or can it? Or CAN it? OR CAN IT?

We all want one.

# THE JUN-GLE IS NO HIDING PLACE for WIMPS

JUNGLE STRIKE
THE SEQUEL TO DESERT STRIKE

Amiga
CD 32
500/600
A1200

JUNGLE STRIKE
THE SEQUEL TO DESERT STRIKE

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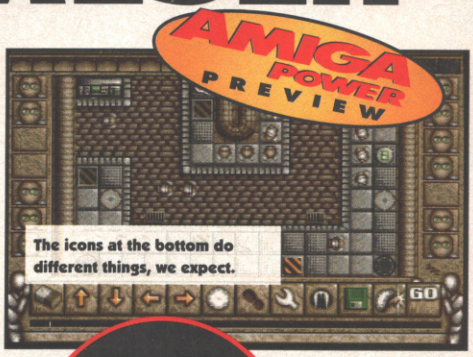
OCEAN SOFTWARE LIMITED . 2 CASTLE STREET
CASTLEFIELD . MANCHESTER . M3 4LZ
TELEPHONE: 061 832 6633 . FAX: 061 834 0650

# TIMESLIP

**Runs on:** A500, A600, A1200
**Publisher:** Vulcan
**Authors:** In-house
**ETA:** March 1995




Where the Bitmap Brothers favour a metallic grey sheen, Vulcan would appear to incline towards a muddy brown colour. *Valhalla* was daubed liberally in it, and their new puzzle game, *Timeslip*, looks to be inclining that way as well. At least from the pictures they've showed us so far.

The idea here is that, following a bungled scientific experiment, a bunch of people have been scattered through eight eras of Earth's past – the Jurassic period, the Roman age, Mediaeval times, Gothic times, the Industrial Revolution, Vietnam (to appease Cam, perhaps?), modern-day New York and the Space Age. And – yes – you've got to help them home.

But how, I wondered.

**"Following a bungled scientific experiment"**

"It's a sort of strategy puzzle game," Lisa Tunnah (from Vulcan) explained. "You don't control the characters directly – they walk around constantly by themselves..."

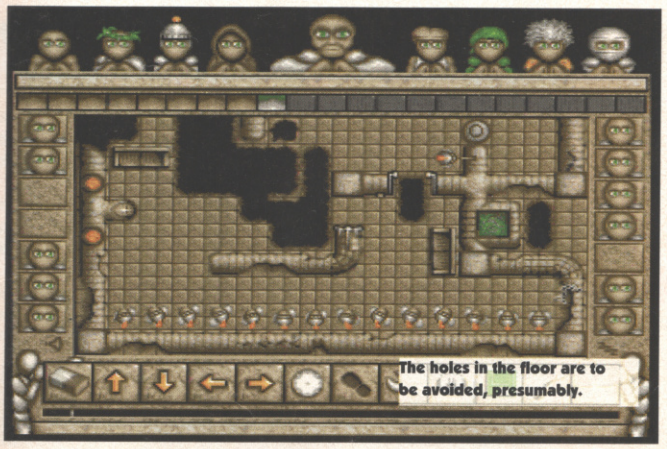
Hmm...

"No, no. That's what we thought at first, too. But *Timeslip*'s going be different from that. Rather than changing the characters themselves and giving them different skills, you alter the scenery to allow them to get around, plugging up gaps and placing arrows to tell them which way to go."

I hope they're going to vary their palette a bit. I suspect 168 entirely brown levels would be more than I could bear. But the scenario – kind of a cross between Quantum Leap and *Cannon Fodder 2* – sounds entertaining enough.

And, like *Valhalla*, *Timeslip* will feature speech. Erk.

● *JONATHAN DAVIES*




## Gaze transfixed at the paralysing beauty of...

# KANGAROO COURT

## NO. 7 THE CHEESE PLANT, THEN, MAYBE?

**THE CRIME:** Attempting to improve a game's presentation by replacing its menu screens with confusing, badly-drawn illustrations, areas of which you must click on to activate the various options.

**THE CASE FOR THE PROSECUTION:** Our gameplayer sits on the floor beside his Amiga, surrounded by the enormous collection of floppy disks and excessive packaging that form *F-95B Flight Sim*. His hair is ruffled and his clothes are damp with perspiration. He is muttering to himself.

To himself? Or to the screen before him, on which is a roughly-drawn picture of an office. Let us move closer, and try to hear what he is saying.

"No, I tried the desk. It's got to be the window on the left. No. Then... Then what? The other window? 'Do you really want to quit? (Y/N)' No! N! N!"

He throws down the mouse and runs his hands through his hair. No way, there's just no way he's going to open that manual. He takes a deep breath, and further scrutinises the screen.

"I tried the photocopier. That was the briefing screen. I tried the coat stand. That was the weapons screen. It's got to be the typewriter. There's nothing else left."

Tentatively he moves the pointer over the typewriter and clicks. Following the on-screen prompts, he inserts disks 2, 5, 3, 2 again, 8, 14, 4. This much disk accessing must be a good sign. Surely the game will start soon.

But no. All it's been doing is loading in another incomprehensible, tatty-looking, memory-hungry drawing. This time it's of a kitchen. Our games player shakes his head slowly.

"Why does it have to be this way? What's wrong with simply writing Briefing, Options, Weapons, Choose Plane and Start Mission on the screen, so I can choose the one that I want? That is, after all, why the English language was devised."

He clicks randomly a few more times. The message "Insert disk 35" appears.

"Oh, I'm sure it all made perfect sense to them."

He rubs his reddened eyes.

" 'This'll make it much more atmospheric,' they'll have thought."

He picks up a handful of disks and lets them trickle slowly through his fingers.

" 'And so much more user-friendly,' they'll have thought. 'Oh yes.'"

Tears stream down his cheeks.

"The slack-brained, demented, ugly, evil BASTARDS."

**THE PENALTY:**

**1st offence:** 10-12% off
**2nd offence:** 15-20% off
**3rd offence:** Death by thirst and/or exhaustion following relentless pursuit across the Gobi Desert by a pack of crazed mules.

# WHAT'S THIS?

"Jurassic Park is the only other phenomenon of the '90s to create such a buzz." The Gulf War? Take That? Bungee jumping? The Simpsons? No. Actually, *Frontier: Elite 2*. At least, if a new tips book perversely titled Frontier Elite is to be believed. "In this chapter, we'll take a look at that most ignored of occupations – mining. Quite why so many people choose to ignore it completely is beyond me, but then I come from a background of playing *Elite* day and night." *Frontier* is, as you'll probably recall, a computer game. "Your reputation is one of the few ratings in the game that is kept hidden from you, yet it is one of the most important things in your life." Only a game, remember? "The only reason you move directly forward when accelerating is because your main thruster is directly behind you, firing out in a 180° angle from your line of sight." To be fair, the book does contain some useful stuff. It costs £10 and you can find it in bookshops or by phoning 0923 894355.

# TURBO TRAX

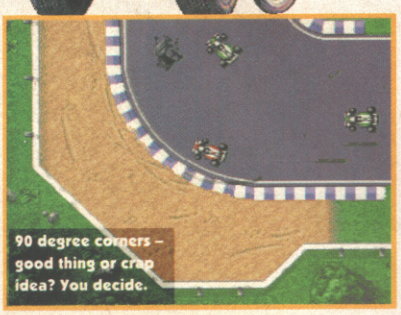
AMIGA POWER PREVIEW

## Will Arcane's new game stop Team 17's *Overdrive* in its tracks?

**Runs on:** A500, A600, A1200
**Publisher:** Kompart
**Author:** Arcane
**Price:** £26
**Release:** Before Christmas

My ambition to travel to every bleak and crappy town in England has been aided considerably by AMIGA POWER these last two years. Programmers plonk themselves down in the strangest of places, so it came as no real shock to discover that Arcane's offices were above a shop in West Wickham. West Wickham was not a nice place, and I don't intend to ever go there again.

The Arcane office resembles an anarchic Balkanised state in miniature, complete with programmers sleeping on the floor and project manager Steve Iles using a Glock semi-auto as a paper weight. Still, at least you know where you are with someone who uses firearms as desk accessories, and he assured me it wasn't loaded, or real, for that matter. Anyhow, the turmoil's set to end soon when they move back to Bromley. They think West Wickham sucks too.



90 degree corners – good thing or crap idea? You decide.

Steve and Mark Wortham are the core of Arcane and both graphics-based. Mark's considerable artistic talent was on show as he put the finishing touches to the end scene of *Turbo Trax*, the top-down racing game I'd come to see. A girl out of a 'male-orientated, specialist adult art magazine' was gaining a slice of immortality by being redrawn draped across the bonnet of a sports car. Mark was quick to point out that they'd bought the mag just to copy the pictures. Yeah, right, or maybe you like to read the articles.

If you've never heard of Arcane it's because they've made their living up till now working on graphics conversions. They painstakingly redrew and touched up all the PC graphics of *Syndicate* so the Amiga version looked clean and sharp, and also did the intro to *Birds of Prey*, which was actually a lot nicer than the game itself. More recently, they've done all the between-game screens of a PC helicopter sim called *Ka-50 Hokum*, ironically using an Amiga with a 3D modelling system to create them.

The claim is that it's going to be fast, frantic and not at all like Team 17's dismal *Overdrive*. Let's see, eh?

"For *Turbo Trax* we want every part of the track to look like a nice picture rather than just a set of repeating graphics," explained Mark. "We've got over 700 graphics blocks in the game so the snow has texture, the sand is rippled with dunes and the gravel pits are rutted with tyre tracks. We're also using colour cycling on water and roadside lights so the backgrounds are animated. With each course being ten screens by ten, and 25 tracks in the game, mapping them all out's been a bit much, and I've vowed never to do a job this big ever again. Until next time."

The tracks are divided up over five settings, with city, desert, arctic, forest and indy car locations, and very nice they look too. The music's all done, and most of it's the standard MOR rock you'd expect from racing games, apart from the Shop track, which sounds a bit like New Order and is actually quite pleasant. This is all very well and good, but what about the game itself?

"We've only recently got some decent programmers, so the gameplay's the last bit to get sorted out. We initially had some problems with speed, as five computer cars plus the player's are a lot to cope with. The collision detection's realistic, so you bounce off barriers and cars at the same angle you hit them, and the traction and handling vary on different road surfaces."

It looks good, then, but I've no idea how it'll play. For the two-player game you need to link machines, which Steve doesn't see as a problem. "People lug their PCs round to their friends' houses to play *Doom*, so why shouldn't people take their tiddly little Amigas round?" And before everyone points out (as I did) that with the view and right-angled corners, it looks like Team 17's *Overdrive* (AP31, 46%), I'll leave the last word to Steve. "It's not going to be like *Overdrive*, because it's going to be great." Hmm. We'll see next month.

● ***CAM WINSTANLEY***

# CD32 IN DECENT BUNDLE SHOCK

Seemingly confident that there are, after all, enough CD32s for everyone, Silica have announced a new Christmas pack that sounds, in AMIGA POWER's invariably definitive opinion, like pretty top value.

For £249, their *Critical Zone* pack contains a CD32 and copies of *Cannon Fodder* (AP40 94%), Project-X (AP29 86%), *Liberation* (AP33 91%), *Ultimate Body Blows* (AP39 86%) and *Diggers* (AP30 80%), *Microcosm* (AP36 44%) and *Oscar* (AP32 51%). Mostly crackingly good stuff.

We salute them.

# CHARITY COMPILATION

If you're sticking with your Amiga, on the other hand, but like the idea of a big heap of jolly good games for not very much money, you may want to consider *Help 2*, a special Christmas compilation being put together by Acclaim. Like *Help 1* (which came out last year, but only on the Mega Drive), all the proceeds from the package are going to children's charities.

For £29.99 you get: *Cool Spot* (AP34 85%), *Desert Strike* (AP25 92%), *Humans* (AP19 70%), *Pushover* (AP14 79%), *Road Rash* (AP19 70%) and *Sensible Soccer* (AP15 93%).

# IN REAL LIFE, TOO

Our favourite press release this month comes from Victormaxx Technologies, based in Deerfield, Illinois (in the hollowed-out shell of an extinct volcano, we shouldn't be surprised). It describes their new Cybermaxx virtual reality headset, which is being launched in the UK this autumn at £499.

"By looking up," explains Victormaxx Techologies president Kevin Koy, "the user sees a virtual sky or ceiling; by looking down, the virtual ground or floor. To see what's going on behind him in the virtual environment, he can turn his head to the left or the right and see that area as well."

So you pay £499 in order that, when you look up, you see the ceiling.

Like most things these days, the Cybermaxx (we're sparing you the superfluous capital letters) is designed primarily for the PC, but Victormaxx Technologies claim that "a number of European developers" are working on Amiga games to work with the headset. Meanwhile, you can play all your normal games on it, only not in 3D.

Finally, Victormaxx Technologies tell us, "We are even working with one company who are going to supply dentists with the Cybermax. Clients will then have the option of watching cartoons, health education films, or the very brave the actual dental treatment they are having carried out." Yes.

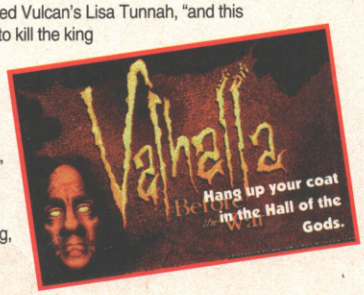
# VOLCANIC

If you enjoyed Vulcan Software's *Valhalla* (which, unfortunately, we didn't – AP39 19%), you'll be pleased to hear that they're planning a sequel. But it's not coming out until next Easter. But! to plug the gap, Vulcan are bringing out *Valhalla: Before the War*, a budget-priced, two-level prequel.

"It's set before the first game," explained Vulcan's Lisa Tunnah, "and this time you play the evil Lord of Infinity, trying to kill the king and steal his throne. It sounds a bit like a soap opera, doesn't it?"

There'll be characters to meet earlier on in the game this time, promises Lisa – maids, cooks, carpenters and that sort of thing. "And there'll be no holes to fall down."

Vulcan have nearly finished the first level, and are hoping to get the game out before Christmas. The price keeps changing, but £16.99 is their latest guess.

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JAMES POND 2: ROBOCOD © 1993 Millennium Interactive. BRUTAL FOOTBALL © 1994 Millennium/Teque. MORPH © 1993

# Disney's Aladdin

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Hang on to your carpet for ACTION and FUN! Aladdin slashes his shining scimitar to fight through Agrabah, escape the Sultan's, survive the fiery Cave of Wonders, snatch the Genies Lamp and save Princess Jasmine from the evil Jafar!

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Virgin

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# AMIGA POWER RECOMMENDS

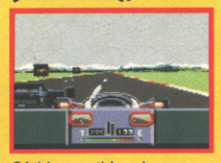
**We're sorry to be the ones to tell you, but the unspeakably vile festivities of Christmas are once again heaving and lumbering out of the closet in which they hide. That can only mean a buyfest of epic proportions, and, in the festive AMIGA POWER tradition, a year's worth of purchasing recommendations to go with it...**

## JANUARY
### MORTAL KOMBAT
**(Virgin)/86%**

January had us drooling at the lush Dave Gibbons artwork of Virgin's massive adventure *Beneath a Steel Sky* and our minds were quite literally boggled by the amazing tunnel sections in Daze's *Stardust*. However, it was the sheer playability and downright nastiness of Virgin's *Mortal Kombat* that we recommended, and that you all went out and bought by the bucketload.

Somehow living up to the inevitable mountain of hype and surviving the spectre of censorship that had sanitized the Nintendo version, it had all the blood and all the moves, making it the best Amiga beat-'em-up to date.

## FEBRUARY
### F1
**(Domark)/90%**

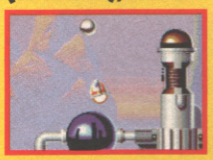


Of this month's releases, the battle for top place was between two racing games: *Skidmarks* from Mindscape and *F1* from Domark. Of the two, *Skidmarks* was the most inventive, featuring rough and ready courses (generated using B-Spline curves, no less) to plough, crash and bump your way around, and cute little light-sourced cars. Although the game's great, it's let down by repeated disk accessing, so we plumped for *F1*, a two-player rehash of Lankhor's *Vroom* that simply has to be the fastest race game available. It'll provide hours of exhilirating moustachioed amusement.

## MARCH
### MEGA MOTION
**(Kompart)/75%**

The game that we were all playing in March wasn't a big name, a hyped conversion or a naff movie licence. It was a little puzzle game (or chain reaction set-'em-up) called *Mega Motion* that just sort of popped out of nowhere. You control a series of balls connected by rods that shun game tradition and act under all those Newtonian forces we all know and love from our schooldays. As they bounce across a level, they either smash blocks or are killed by them as they hit them. And that's about it really. Go on, play it. We can't describe it, but we know you'll like it.

## APRIL
### FLY HARDER
**(Krisalis)/90%**



Speaking of unknown gems (as we were in March) what about *Fly Harder*? Vamping up that old *Thrust/Oids/Lunar Lander* idea of giving a planet a terrific gravitational pull and a small spaceship a crappy little engine, *Fly Harder* adds yet more physics into the equation by having you pick up spheres and drop them into a reactor to blow it up. Awkwardly, the spheres are twice the weight of the ship, which means once they're moving, they take longer to stop, with hilarious consequences (a bit like in *Zeewolf*). Throw in aliens shooting at you and a tenner price tag and this is a sure fire 'must buy'.

## MAY
### APOCALYPSE
**(Virgin)/80%**

It's smug faces time as we recommend this one, as we truly believe that if it wasn't for us, this game would never have seen the light of day. The development time for *Apocalypse* was fast becoming legendary in gaming circles, and Virgin were just about to bin the entire project, until we got hold of a copy and raved about it. Mere weeks later, this densely foliated, meanly hard version of *Choplifter* was in corner shops and major retail outlets everywhere. Buy it, play it, get killed in it – it's great and everything. And, more importantly, (especially this month), it's got helicopters in.

## JUNE
### K240
**(Gremlin)/83%**

Although Ocean's *Mr Nutz* had us grudgingly admitting that platform games could be quite fun as long as the programmers put some thought into them, it was Gremlin's *K240* that struck us as the most playable, fun-packed and generally buyworthy game of the month. Looking a bit like *Sim City* on an asteroid, *K240* sets you the task of populating, mining and defending an entire asteroid belt, throwing in real-time *Dune 2*-ish combat for good measure. There's loads of travelling and building, and heaps of R&D, making it good for an entire winter at the very least, we'd say.

## JULY
### EMPIRE SOCCER
**(Empire)/90%**

What's wrong with people? Empire get Graftgold to come up with the funkiest, fastest footy game since *Sensible Soccer* and everyone shuffles their feet, stares at the pavement and says "Well, it's okay. I suppose." Forget that, it's great, and it's great simply because it's NOTHING LIKE SENSI. The closest comparison we can give is *Speedball 2* minus the body armour, with turbo-charged arcade action and bonkers special moves thrown together in a John Woo paced, no-holds-barred kick-a-thon.

## AUGUST
### BANSHEE A1200
**(Core)/89%**

Okay, so there's not much you can do to alter the pre-programmed attack waves and predictably frantic blasting action of vertically-scrolling shoot-'em-ups, but, as Core proved with this, you can sure make them look better. Everyone from Johnny Foreigner with a machine gun to huge space fighters are trying to kill you as you gun down people in the far reaches of the globe and even outer space. Our only gripe is that after we reviewed it, we found out they'd taken out some of the more intensely nasty bits, such as shooting at prams.

## SEPTEMBER
### PUTTY SQUAD A1200
**(System 3)/91%**

Take the original Putty, team him up with his arch enemy Dweezil the cat and pile on more levels. Then more, then chuck a few extra ones in, and you're almost (but not quite) getting the idea of *Putty Squad*. Over 60 huge levels pitch Putty and old favourites such as mixmaster supremo Uncle Ted against robots, dog soldiers, Indian mystics and jellyfish. The graphics are truly astonishing and the sound effects perfectly counterpoint the cartoon action with equally silly bangs and screeches. Entirely fabulous.

## OCTOBER
### THEME PARK
**(EA/Bullfrog)/91%**

A long time coming but worth the wait, *Theme Park* takes the *Sim-City/A-Train* idea of building something that makes money, and wraps it all up in the overpowering smells of candy floss, hotdogs and vomit. Excitement's what it's all about, and you've got to build the happiest, most exciting, most fun-filled theme park in the world. One that's so good people are prepared to pay through the nose to get in. There's plenty of wheeling and dealing too, from employing cheap labour to packing burgers with fat to increase profits.

## NOVEMBER
### GUARDIAN CD32
**(Acid Software)/90%**

It may look like *Starwing*, that saviour of the SNES, but compared to *Guardian*, *Starwing* seems positively feeble. It's actually a punchy 3D version of that classic coin-op *Defender*, with bombers, smart bombs and buildings instead of humanoids to protect. Running into things is a vital part of the gameplay, and the reverse direction move of the flat original has transformed into an Immleman turn type of affair that lets you draw a bead on baddies chasing you. Truly *Guardian* is the game of champions.

## DECEMBER
### ZEEWOLF
**(Binary Asylum)/90%**

Sort of a cross between *Virus* and *Desert Strike*, *Zeewolf* captivated us for an entire month, as we thwomped our way around its 32 increasingly difficult missions, blowing things up, escorting things and occasionally, grudgingly, rescuing people. We revelled in the huge explosions, we laughed joyfully as our bullets splashed into the sea, and we felled trees by the thousand. Chocka chocka. Of course you might prefer *SWOS* which has won the highest ever AP score (95%), but we like *Zeewolf* for the sake of variety.

# EVASIVE ACTION

AMIGA POWER PREVIEW

**Runs on:** A1200, CD32
**Publisher:** Mindscape
**Author:** Glyn Williams
**ETA:** November

Oo-er. Time to take 'evasive action'. (Winks at camera.)

This'll be the World War 2 scenario.

Nothing, for me, could so precisely capture the essence of high-speed aerial combat as Top Gun with Tom Cruise and Kelly McGillis. I've played countless flight sims and shoot-'em-ups with aeroplanes in (such as *Jetstrike*). I've been to airshows and watched real planes flying about. I've even, occasionally, managed to persuade the pilots to let me sit in the cockpit and hold the joystick. But I've never felt the need, the need for speed as much as the first time I watched Tom buzzing the airtower and making the Colonel spill his coffee on his trousers.

*Evasive Action*, then, sounds like a dream come true. It's a flight sim that concentrates on dogfighting in its purest form, doing away with complicated controls and concentrating on shooting down other planes. In fact, Mindscape claim "*Evasive Action* is *not* a flight sim. It's an air combat simulation appealing to game players as well as flight sim fans."

Heck. It's the split-screen two-player mode.

But the best is yet to come. *Evasive Action* is primarily a two-player game. Using either a split-screen mode or two Amigas connected together, you can play head-to-head against a similarly-minded chum.

The arcadey feel is to be enhanced by "narrative cut-aways", showing the action from different angles, along with plenty of rendered illustrations. And the polygon graphics themselves promise all sorts of technical innovations, including (are you ready?) atmospheric depth queuing, true Gouraud shading, transparent polygons, translucent shadows and geometric collisions. We phoned our neighbours on Amiga Format to ask what that all meant, but they were out.

Plane-wise, *Evasive Action* offers you four different time-travelling scenarios. It starts off in World War 1, with a Sopwith Camel and a Fokker Dr1 battling it out with their twin synchronised machine guns. Then there's the skies over the Pacific in World War 2, and a Gruman Wildcat F4F-4 and a Mitsubishi A6M2 . For the modern day it's the Middle East, and an F-18 Hornet vs a MiG-29 Fulcrum. And then there's a futuristic space setting, too, with a Sonishi Laserman and an Aoun Leatherback, whatever those are.

As well as attacking your opponent there are ground targets to destroy, like ships and oil installations. And you'll probably find you need to land every so often to re-arm and repair.

Unfortunately (and seemingly as part of a developing theme this month) we haven't got any actual Amiga screenshots yet. Glyn Williams, who's programming it, reckons it's one of those games that "doesn't really come together until the last minute", so he's given us some PC pictures to look at.

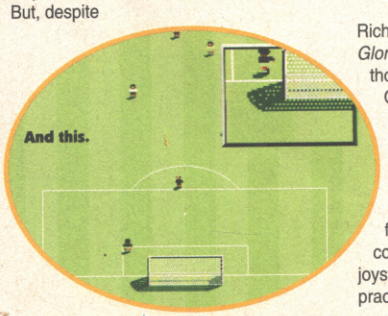
● *JONATHAN DAVIES*

# FOOTBALL GLORY

AMIGA POWER PREVIEW

**Runs on:** A500, A600, A1200, CD32
**Publisher:** Black Legend
**Author:** Black Legend Croatia
**ETA:** November

We were expecting to be able to bring you a review of *Football Glory* this month. In fact, we were last month as well. And the month before. Which is why we haven't done a news story on it. But, despite what you might have read elsewhere, it still isn't finished. Dammit. Here's a preview.


And this.

*Football Glory* looks really rather good, if suspiciously similar to *Sensible Soccer*. Graphically it's uncannily like *Sensi*, although Black Legend claim the characters are slightly larger, and it feels extraordinarily *Sensi*-esque to play. But *Sensible Soccer* already has the 'being just like *Sensible Soccer*' front pretty well covered, so what does *Football Glory* do that's different?

Actually, lots. Black Legend's Richard Holmes explains: "With *Football Glory*, you can do all the things you thought you could do with A Certain Other Game, but in fact only imagined. Double passes, overhead kicks, jumping over tackles – it's all possible."

At least, it's possible if you can work out the controls. The various features are activated by special combinations of button-presses and joystick movements that'll need loads of practice to get working, the theory being that someone who's been intensively playing the game for, say, three weeks should be able to beat someone who's been playing it for, what, two weeks. *Football Glory*'s got hidden depths, in other words.

Hurrah. Lots more pictures like this to caption.

*Football Glory*'s also got a couple of other tricks up its sleeve. How about an action replay facility that'll record and replay an entire game, allowing you to stop it halfway through and resume playing from that point? Or a window that shows zoomed-in details of the important bits? Or lots of little atmosphere-adding details, like men running on with stretchers, and players hurling abuse at each other via speech bubbles, or spectators throwing fireworks on to the pitch? Whether these things make the game more enjoyable, or whether they simply get in the way remains to be seen, but either way they're unquestionably new features.

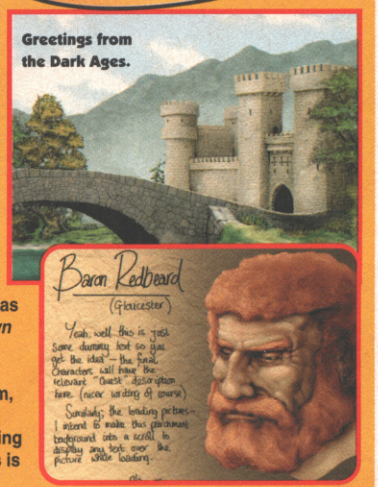
This versus *Sensible World of Soccer*, then? In a fight? You'll have to wait till next month.

● *JONATHAN DAVIES*

# KING OF THIEVES

AMIGA POWER PREVIEW

**Runs on:** TBA
**Publisher:** Team 17
**Authors:** Andreas Tadic and Rico Holmes
**ETA:** Mid 1995




We printed a news story about *King of Thieves* way back in AP40, but we've since managed to force some more information from Team 17.

"It's being put together by the same people who did *Alien Breed*," blurted out Team 17's Alan Bunker as we lifted him up by his jaw. "So, although it does still revolve around conquering areas of a map, like *Defender of the Crown* or, indeed, Risk, it's also got elements of *Alien Breed* in it."

Before you can get to see them, though, you'll have to raise some cash by working as a pirate, attacking and plundering passing ships. This is done in arcade-style sections, the idea being to disable the ships without completely destroying them.

Then, once you've filled your coffers and assembled an army, you'll be able to pick a castle and lay siege to it. (This all begins to sound rather like Impressions' *Lords of the Realm*.) Again, this is another arcade section.

And finally, once you're inside the castle, you're into the *Alien Breed*-type bit. It's an overhead-view maze affair, where you run around the rooms of the castle dicing up enemy soldiers and collecting things.

So far we've only got some pictures of the last bit, along with a castle and a man with a beard. This suggests that there's still a fair amount of work to do on *King of Thieves*, and the release date has been put back from November to sometime next year. "We're concentrating on *Tower Assault* for the time being," explained Alan, crawling towards the door.

● *JONATHAN DAVIES*

# IN THE STYLE OF



We laughed heartily at Poppy Horrex's *Skidmarks* In The Style Of a car boot sale. Then we stopped when we saw all the little bargain hunters being crushed mercilessly beneath the wheels of the racing cars. And then we remembered that we're AMIGA POWER, and started laughing again. Definitely worth 6/10, we decided, consequently earning Poppy a whopping £120-worth of free software. But then Cam told us the sad story of the car boot sale he'd been to a couple of years ago. He paid nearly £5 for an angle-poise lamp, but when he got home found it didn't work. We therefore feel bound to deduct three of Poppy's marks, so she'll only be receiving £60-worth of games.

If you've got an In The Style Of, send it on a Deluxe Paint-readable disk marked with your name and address, to: In The Style Of, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Be warned, however: we're growing weary of the 'Cute, Lovable Game In The Style Of A More Violent One With Guns And Things In It' formula. BE DIFFERENT.

# FURTHER READING

## AMIGA FORMAT

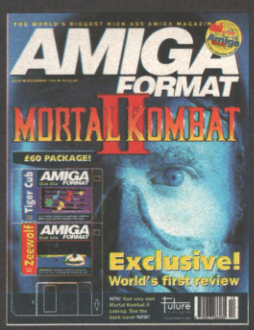
"In an amazing move of incredibly dexterous proportions we have fought off AMIGA POWER and grabbed an exclusive-to-Amiga Format review of *Mortal Kombat 2* – probably the biggest game of 1994.

"On the Coverdisks we have a demo of Binary Asylum's brilliant first ever game, *Zeewolf*, and the amazing music sequencer Tiger Cub. Also included is a fix for AF65's Pixel 3D Professional Coverdisk.

"Other great games in this issue include the gorgeous *Aladdin* and the gory *Cannon Fodder 2*, plus a feast of other glittering games more than worthy of your Christmas stocking,

"And on the more serious side we have a huge CD-ROM round up. (AF66 on sale November 17)."

**Sue Grant,**
**Deputy Editor, Amiga Format**



## AMIGA SHOPPER

"The December issue of Amiga Shopper will no doubt be regarded as a landmark in Amiga history. Our comprehensive supertest of hard disk interfaces will be regarded as the standard, and our reviews of Anim Workshop, Prograb 24RT, TurboCalc and version 3 of the Video Backup System will be examined by scholars for years to come to figure out our secrets. Future historians will stare in wonder at our tutorials, which cover subjects as diverse as Assembly language programming, Chess, Comms, C Programming and AMOS. And future generations of schoolchildren will marvel at what is without doubt the most stonking serious Amiga mag in the known universe. Can you afford to miss it? On sale at a purveyor of printed journals near you now!"

**Richard Baguley**
**Editor, Amiga Shopper**

# Football

**90%** **Amiga Action - Accolade..**

*"Playability oozes from every pore of the game, the others had better watch out, there's a new kid on the block"... "An excellent, excellent football game".*

**95%** **CU Amiga ScreenStar Gold award**

*"The best football action game ever"... "The mighty Sensi is beaten at last"... "The game really excels in the graphics department"... "Tremendously playable".*

**AVAILABLE ON:**

AMIGA 500/600, AGA A1200/A4000, AMIGA CD32, IBM PC, IBM PC, IBM PC CD ROM.

# Glory

*"If you thought it was all over.....*

*.....Play this now"*

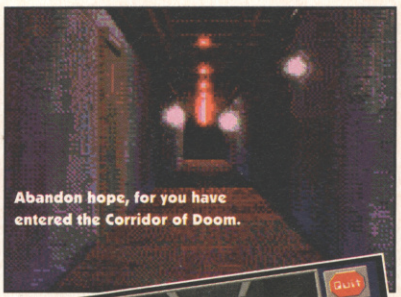
Amiga Screen Shots

Black Legend Software.

*Fulling Mill Barn, Fulling Mill Lane, Welwyn, Hertfordshire. AL6 9NP. Tel: 0438 840003*

# OO-ER

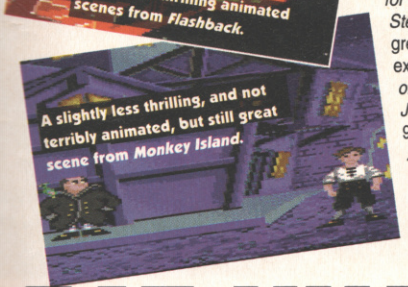
Most games can be reduced to a cross between two other games. It's not a terribly interesting way of going about things, but at this stage of AMIGA POWER's production cycle it'll do. *Paranoia*, then, falls somewhere between *Eye of the Beholder* and *Alien Breed*. It's a sci-fi RPG in which you've woken up to find that everyone on the spaceship you're travelling on has been murdered in the middle of the night, and you're the only one left alive. There are only two escape routes, says the trailer Canadian outfit DEM have sent us, and one of them... is DEATH. Much more than that we don't know, but *Paranoia* is due out early in the New Year. We shall review it.



# FRONTIER 2

*Frontier* fans! A sequel is on its way, and is due for release in February next year on the Amiga and CD32, having been delayed somewhat. And that's it.

# SWAPATHON




Those demanding more than your usual number of disks per pound will be intrigued by a pair of compilations Kixx are planning to release in time for Christmas. The first, full of Delphine games, will feature *Flashback* (AP25 92%), *Another World* (AP10 89%), *Cruise for a Corpse* (AP6 87%), *Operation Stealth* and *Future Wars* (both BAP, but great). And the second, a Lucas Arts extravaganza, will include *The Secret of Monkey Island* (AP2 90%), *Indiana Jones and the Fate of Atlantis* (AP21 90%), *Maniac Mansion* (BAP) and *Zak McCracken* (BAP). They're both going to be £30, which works out at something like a bargain 5p a disk. Probably. No doubt we'll do proper reviews next month.

# EAT HUMPTY DUMPTY

Even as we speak, Alternative are launching *Classic Arcadia*, a £10 pack containing games called *Muncher*, *Invasion*, *Rebound* and *Galaxy*. And we all know where they're coming from there, eh readers? But the twist (quite literally) is that if you rotate the box around, thanks to a cunning piece of design trickery and some clever coding, it becomes *Baby Arcadia*, with the same games only in easier, simplified versions for our old friend The Younger Player, with nursery rhyme characters and music. What a terrifying thought.

## TOP TWENTY CHARTS TOP TWENTY

1. **ON THE BALL: WORLD CUP EDITION**
Daze £30 ★★★★★
2. **FRONTIER**
Gametek £35 ★★★
3. **CANNON FODDER**
Virgin £30 ★★★★★
4. **TACTICAL MANAGER**
Kompart £26 ★★
5. **INTERNATIONAL SENSIBLE SOCCER**
Renegade £20 ★★★★★
6. **LEMMINGS 2**
Psygnosis £30 ★★★★★
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11. **CHAMPIONSHIP MANAGER '93**
Domark £26 ★★★★
12. **PREMIER MANAGER 2**
Gremlin £26 ★★★★
13. **CLUB FOOTBALL: THE MANAGER**
Software Business £30 ★★
14. **WORLD CUP YEAR '94**
Empire £30 ★★★★
15. **EUROPEAN CHAMPIONS**
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16. **BENEATH A STEEL SKY**
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Audiogenic £30 ★★★
19. **K240**
Gremlin £30 ★★★★
20. **JURASSIC PARK**
Ocean £26 ★★★

## TOP FIVE BUDGET CHARTS TOP FIVE BUDGET

1. **CHAMPIONSHIP MANAGER: END OF SEASON**
Domark £15 ★★★★
2. **ARCADE POOL**
Team 17 £10 ★★★★★
3. **POPULOUS 2**
Hit Squad £15 ★★★★★
4. **POLICE QUEST 3**
Kixx £15 ★★★
5. **BATMAN RETURNS**
Gametek £15 ★

## TOP FIVE CD32 CHARTS TOP FIVE CD32

1. **SIMON THE SORCERER**
Adventure Soft £35 ★★
2. **ZOOL 2**
Gremlin £30 ★★★★
3. **FRONTIER**
Gametek £35 ★★★
4. **CANNON FODDER**
Virgin £30 ★★★★★
5. **NIGEL MANSELL WORLD CHAMPIONSHIP**
Gremlin £30 ★

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# see, feel, try & buy

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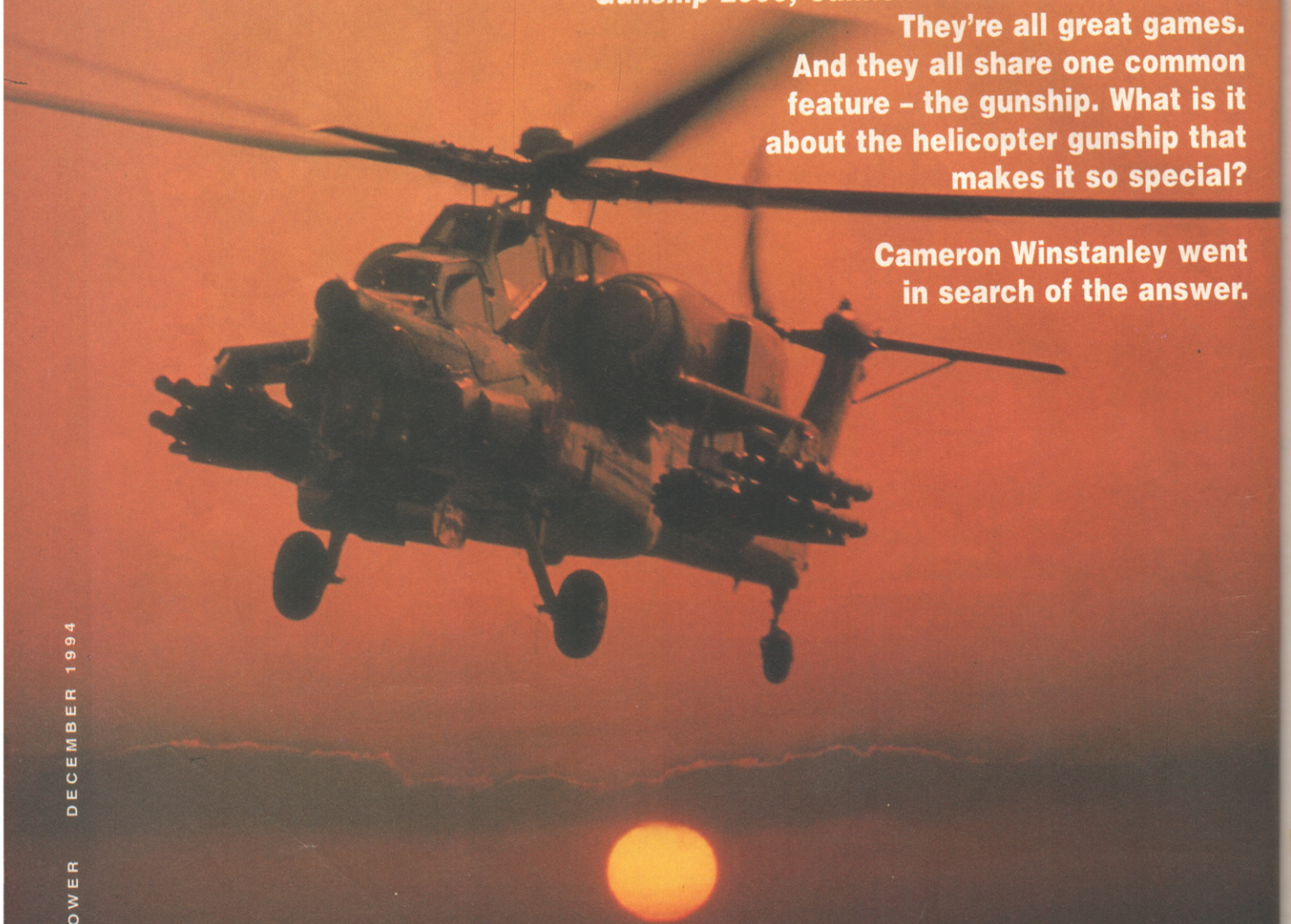
# SO WHY E
# HELICOPTER

***Jungle Strike, Desert Strike, Zeewolf, Seek & Destroy, Gunship 2000, Cannon Fodder* and *Jet Strike*. They're all great games. And they all share one common feature – the gunship. What is it about the helicopter gunship that makes it so special?**

**Cameron Winstanley went in search of the answer.**



# XACTLY ARE S SO COOL?

Some things attain coolness and others are created that way. Look at the VW Beetle – in the mid-thirties the humble Dub was the People's Car, an example of Teutonic efficiency to give every man and woman a set of wheels in which to cruise the newly constructed Autobahns.

The Beetle was cheap to produce, it looked okay (ish) but it wasn't really considered remotely cool until one starred in The Love Bug over 20 years later. And now a Beetle's as essential to your gnarly surf dude type as the board that sits on top of it and the cute blonde babe that takes up the passenger seat. Cool? Well yes, but it sure took its time. Maybe if they'd had miniguns and rocket pods they'd have appealed to the general public sooner.

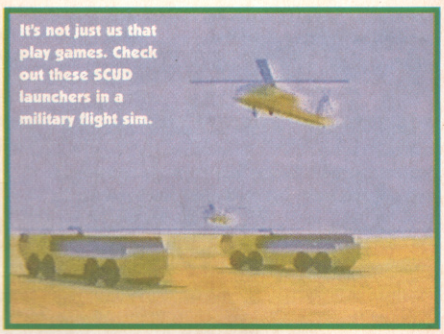
**HELICOPTER GUNSHIPS** on the other hand have always been cool. They weren't around when helicopters were all gangly and geeky-looking, when Igor Sikorsky tested them by roping them down, jamming his hat on hard and hoping his bucking invention wouldn't throw him up through the rotors. They missed out on all that business in Korea when choppers were little more than some bits of Meccano with a huge perspex bubble at the front. Nope, they missed out on the awkward pre-pubescent stage and gunned right into the ultimate rock and roll war – Vietnam.

In his book Dispatches, Michael Herr describes a conversation with war photographer Tim Page, who'd survived numerous wounds, including a two inch piece of shrapnel in his brain. Back in England, he was asked to write a book called Through With War to finally take the glamour out of war. Page was stunned. "Take the glamour out of war!" he raged. "I mean, how the bloody hell can you do that? Go and take the glamour out of a Huey, go take the glamour out of a Sheridan, can you take the glamour out a Cobra? It's like trying to take the glamour out of the Rolling Stones."

It's a view that might have been a bit crazy-bonkers and not particularly in keeping with the Love and Peace mood of the early '70s, but maybe Page was just ahead of his time. In the not so caring '90s, helicopters soak up a lot of TV air time and yes, they still look glamorous. During the Gulf War of '91 and in the midst of an almost total media blackout, pretty much the only views of the battle we saw were from the nose cameras of smart bombs or the gun cameras of helicopter gunships.

Can you imagine the BBC showing uncensored footage of troops being mown down by machine guns or ripped up by grenades on the 6 o'clock news? Of course not. It's inconceivable. Yet it was deemed all right to show tanks and trucks blown apart by Hellfire missiles fired from Apache gunships because there wasn't any blood or anything, just images from the ultimate game in a televised Nintendo war.

**SO WHAT'S THE APPEAL** then? They're in films all the time and video game producers love them. *Desert Strike* (AP25, 92%) was one of the many odd spin-offs from the Gulf (you've seen the war, now play the game), and also



It's not just us that play games. Check out these SCUD launchers in a military flight sim.

hugely successful. *Gunship 2000* (AP28, 85%) from Microprose was also a hit and now there's *Zeewolf* and *Jungle Strike* set to stomp the same ground as *Desert Strike*. I asked Andy Smith from Binary Asylum why they'd chosen a gunship for their first and, to date, only game.

> **"They can hover, turn tightly and even fly backwards"**

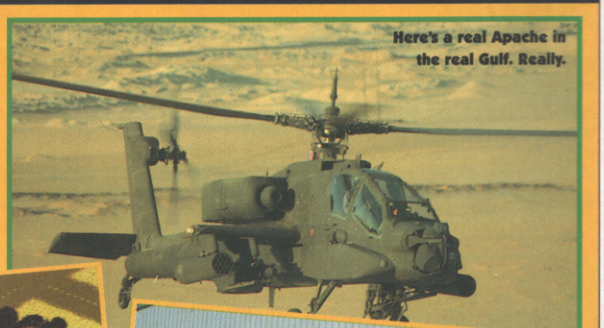
"*Zeewolf*'s programmer Andy Wilton had the basic idea, but helicopters are an obvious choice for an arcade game, which is why there're quite a few of them about. People seem to prefer real technology rather than spaceships and things, but they also like lots of options. Real gunships are packed with an amazing variety of different weapons. They can hover, turn tightly and even fly backwards. Also, they can land in enclosed spaces and carry equipment and men, which in game terms gives you loads of mission possibilities."

You can see what Andy means about the versatility of helicopters. Electronic Arts' *Jungle Strike* (due out on the Amiga before Christmas) has a level where you fly a Stealth fighter, but after twisting and turning in a chopper, having to keep going forwards in a fixed-wing plane's a real drag.

Helicopters in games are great because, as Andy pointed out, you can lob them about, blam off loads of rounds and still believe that it feels like the real thing.

## DESERT STRIKE – THE OFFICIAL GULF WAR TIE-IN

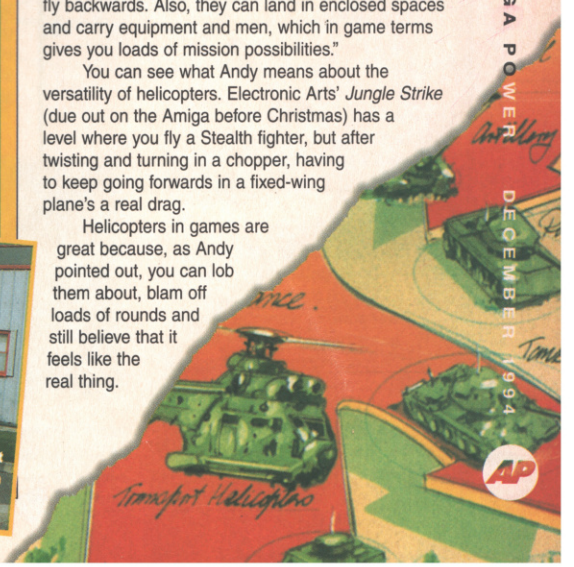
**Blatantly ripping off the Gulf War, EA went on to make a fortune with *Desert Strike*, but it's kind of interesting to see how much homework they did. The fearsome ZSU-33 for instance actually exists, using four high speed cannons guided by radar to fill the sky with sheets of lead. As we see here.**

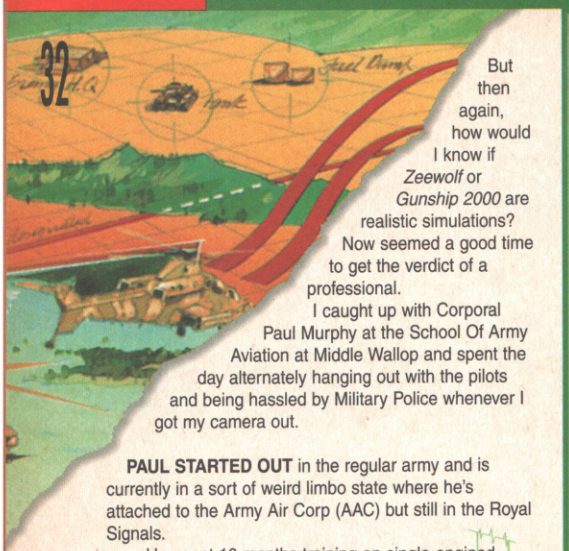


Here's a real Apache in the real Gulf. Really.

Here's the game version of the two vehicles.

And here's an Iraqi ZSU that the Brits brought back from the Gulf. Not bad, huh?





But then again, how would I know if *Zeewolf* or *Gunship 2000* are realistic simulations? Now seemed a good time to get the verdict of a professional.

I caught up with Corporal Paul Murphy at the School Of Army Aviation at Middle Wallop and spent the day alternately hanging out with the pilots and being hassled by Military Police whenever I got my camera out.

**PAUL STARTED OUT** in the regular army and is currently in a sort of weird limbo state where he's attached to the Army Air Corp (AAC) but still in the Royal Signals.

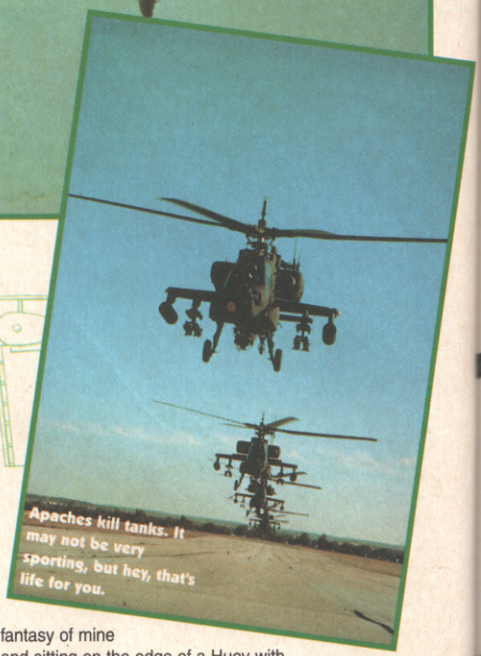
He spent 10 months training on single-engined Chipmunk planes and then on Gazelle helicopters, which he's been flying now for three years. He's been posted in Northern Ireland, Cyprus and Germany and through all that time, his trusty battered A500 has never left his side. Well, his flat at least. With such credentials, he seemed the right person to have a general yak about helicopters, games and guns.

"The Gazelle's a small observation helicopter and has been around for 20 years or so now. They're fun to fly but are actually quite basic in their design, and also run the risk of being squeezed out by technology.

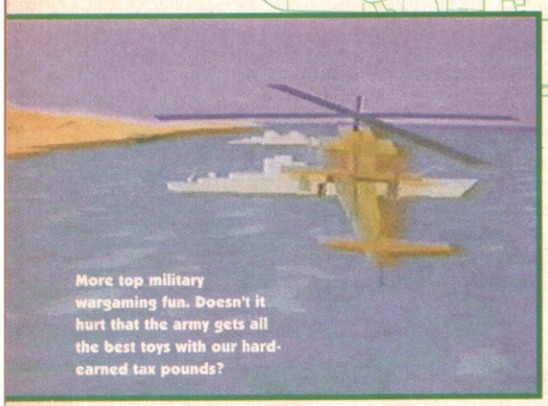
"Their job is to go out and find the enemy, but with the advent of plane-mounted, sideways-looking radar, that sort of thing can be done a lot safer by people much further from the battlefield.

"I'm currently converting to a Lynx, which handles like a sports car with rotors. A Lynx holds the world air-speed record for helicopters and when you whack in the collective *(The lever that alters the angle of the rotor blades, increasing lift. – Ed)* they rocket skywards. It's all very impressive."

Wing Of The Apache – fast, fun and about as realistic as Bob Monkhouse's smile.



Apaches kill tanks. It may not be very sporting, but hey, that's life for you.



More top military wargaming fun. Doesn't it hurt that the army gets all the best toys with our hard-earned tax pounds?

## "A general yak about computers, games and guns"

For all their power, Lynxes look just like any other vehicle close up, with plain, rivetted panels, doors with clunky locking mechanisms and rather uncomfortable seats in the back. It's hard to believe they can fly at all, especially after you've seen one start up in a blast of dense oily smoke.

"The engines were designed to lie flat," explains Paul, "but when Westland installed them, they stuck them in at a slight angle for some reason. This makes them leak oil from their main seals, and it's all of that junk getting burnt off that you see when they start up."

Helicopters are also surprisingly fragile things, and not the sort of vehicle I'd want to be in if someone was shooting at me.

I found this out while I was fulfilling a childhood fantasy of mine and sitting on the edge of a Huey with my feet on the skids (you know, like they do in all the 'Nam films) and suddenly realised that the door and roof appeared to be made out of biscuit tins. Nasty.

**BEING A CIVILIAN** at Middle Wallop's a strange experience, even without the prying eyes of the MPs. Perhaps it's the mixture of high-tech helicopters housed in WW2 hangars, with wooden huts and bomb shelters scattered around. Wallop was almost entirely flattened during the summer of 1940 at the height of the Battle of Britain, but looking around at the neatness of the place, it's hard to imagine it as a war zone. Or maybe it's the fact that men my age casually stroll out to helicopters when my mum still doesn't trust me borrowing her car.

Simulators play a vital part in the initial training and regular flying practice of pilots, and what are simulators if not supremely expensive video games?

I mean, *Gunship 2000* might be fun, but it's not a patch on this kind of thing.



## GAMES, GAMES, GAMES.

**Well, we had to get round to it at some point, didn't we? To justify all this glorification of weapons of war in an Amiga games mag, here's all the helicopter games we could think of. We were going to make this a bit bigger, but we thought you'd probably prefer to look at huge photos of the real thing. So there.**

**DESERT STRIKE (EA, AP25, 92%)**
**Absorbing stupid amount of damage and carrying passengers isn't realistic, but so what? It's still a top shooty game.**

**APOCALYPSE (Virgin, AP37, 80%)**
**An Apache again, this time dispensing death and napalm in a souped up version of the ancient arcade game *Choplifter*.**

**ZEEWOLF (Binary Asylum, AP44, 90%)**
**A stunning blend of Desert Strike and Virus, the movement and control of the helicopter's pretty darned realistic.**

The Rooivalk's South Africa's answer to the American's well known Apache gunship.

The weapon load of these things helps explain why they're in video games so much.

"Although there're plenty of things you can practise in the air, some procedures are just too dangerous to try with a real helicopter. Engine fires, rear rotor failures, gear box trouble – all these emergencies are potentially life-threatening, but at the same time are exactly what we need to prepare for. By bunging us in a simulator we can work out how to survive without trashing numerous choppers.

The graphics on the simulators are brilliant, but to cut down the number of visible polygons and reduce processing time, the one here at Wallop runs only in night time conditions. They can punch up all kinds of weather conditions and overlay them on various maps. We can practise landing in restricted areas at night as easily as we can practise flying at 6,000 feet.

"The flight model of the system's accurate too and, combined with the hydraulic ramps that throw the simulator around, provide the same feel and handling as a real helicopter. To the point that you can feel the difference between a simulated heavy and light passenger load. Even with all this money and technology though, they still haven't got the ground texture right.

"For fixed wing simulators this isn't a problem, as planes just whoosh across the surface. When you're hovering a helicopter though, you need surface reference points such as hedges and trees to make sure that you're not drifting backwards or to either side, and when you're landing you need to see the texture of the grass or tarmac to judge how close to the ground you are. This is the kind of detail that's missing, so landings and low-level flying are a bit tricky."

Surprisingly, the British army doesn't have any helicopter gunships, although there's plenty of talk about what they might be getting.

"A Lynx can carry four TOW *(Tube launched, Optically tracked, Wire guided. – Ed)* missiles, but they weren't built to take the fearsome strain of firing these things and each airframe's limited to firing 250 missiles." Not really the stuff of boyhood dreams then, are they?

"They're great planes, but TOW missiles have the problem that you have to stay visible, and therefore vulnerable, during the entire flight of each missile. When the AAC get gunships, they're probably going to be either AH-64 Apaches or CSH-2 Rooivalks.

"The Rooivalk's South African and apart from sparse avionics, it's a great machine capable of carrying huge amounts of weaponry while staying agile.

"The electronics on the Apache are a lot better, but at a price. The Apache Longbow's got a millimetric radar system mounted over the rotors which can measure the length, width and wheel spacing of a vehicle and make a good guess at what it is. Based on these predictions, it can decide which is the biggest threat and prioritise targets in order of firepower, and then you can take them out one after another just by allocating a Hellfire missile to each one from a few kilometres away."

**NOW THIS WAS** more like it. Heads-up displays, night-vision goggles and fire-and-forget missiles, truly this was the stuff of video games, the stuff of modern legends. I asked him how close he thought the film and video game view of gunships was to the real thing.

> **"Some procedures are just too dangerous to try with a real helicopter"**

"Well, do you remember that Roy Scheider film Blue Thunder from a few years back? The ending was all based around how no helicopter apart from Blue Thunder could loop the loop, which is nonsense as loads of choppers can loop. Also there was a bit where two helicopters had a dogfight, a theme that was taken up in Wings Of The Apache. This sort of thing's misleading, as helicopters are just no good at that. There have been just a few cases of choppers taking down planes, whereas planes shoot choppers down all the time.

"The Apache and all other gunships are ground attack aircraft, designed to chew up armoured vehicles and convoys, and the best way to protect them from air attack is to slap some Sidewinder missiles on them. There's also the name – Apaches don't have wings. Apart from that, it was quite a fun film, just not a

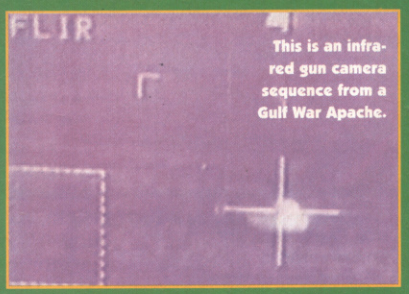
**GUNSHIP 2000 (Microprose, AP28, 85%)**
**The only true flight sim of the bunch, letting you contour fly your way to targets and get shot down over them. Tricky.**

**SEEK AND DESTROY (AP32, 79%)**
**Merely doffing its cap to realism, *S&D* uses a chopper as the vehicle to a frantic multi-directionally scrolling blaster. Good fun.**

**JUNGLE STRIKE (EA)**
**Coming full circle, we're back to the soon-to-be-released sequel to *Desert Strike*, that looks the same, only greener.**

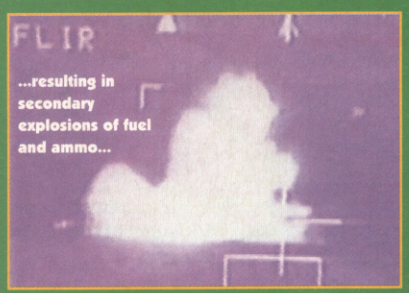
## IS IT REAL?

Or is it Memorex? Top military bods like the idea of all this new technology as it distances the firer from the effect of his weapon. This makes it safer, cleaner and (more sinisterly) less of a moral dilemma as to whether to pull the trigger.

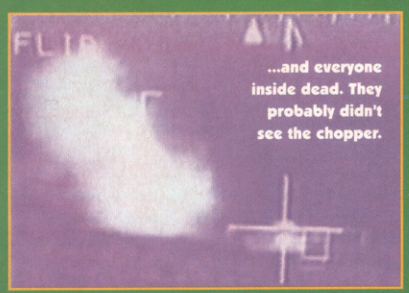


This is an infra-red gun camera sequence from a Gulf War Apache.

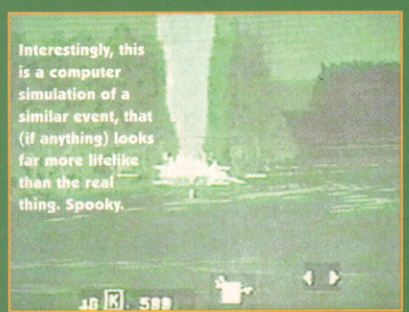
The missile strikes the top of the tank as the armour's thinner...



...resulting in secondary explosions of fuel and ammo...



...and everyone inside dead. They probably didn't see the chopper.


Interestingly, this is a computer simulation of a similar event, that (if anything) looks far more lifelike than the real thing. Spooky.

Cpl Paul Murphy – all round nice bloke and Lynx helicopter pilot.

Each Lynx can carry eight-wire guided Photon missiles capable of blasting a tank from 4km away.

particularly realistic one.

"Games on the other hand have the role of the craft right, and also their weapon loads and, in some cases, their handling too. Helicopters really shouldn't fly, and it's only the constant action of several opposing forces that keep them in the air.

"The main rotor disk supplies both lift and motion, but as soon as you tilt for extra motion, the lift force reduces, which is an effect used in both *Zeewolf* and *Gunship 2000*. If the tail rotor's damaged in *Gunship 2000*, you start to spin round, but in all the games these effects are toned down. There's simply not enough feedback from them to simulate helicopter flight accurately. The main inaccuracy is the amount of damage helicopters take in games."

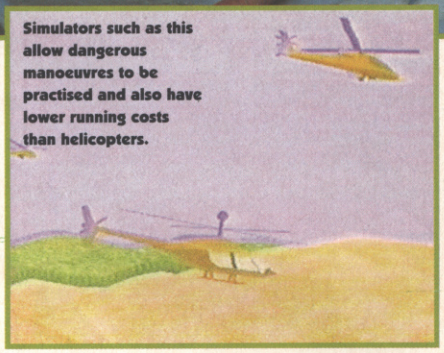
I was way ahead of him on this and I explained my biscuit tin theory hatched earlier in the day. Scarily, it

> ***"Planes shoot choppers down all the time"***

turned out to be more or less true. "Aircrew seats are armoured, but air frames are thin and provide little or no protection against even small arms fire. A lucky round in the main gearbox could bring a helicopter down. A missile almost certainly will. When you're looking at a turbine speed of 43,700 rpm and rotor speed of 430 rpm, it doesn't take much to unbalance a chopper enough to make it rip its own guts out."

**SITTING AT THE EDGE** of an airfield, chatting about laser-guided weapons, rates of climb and other boy's stuff, it suddenly occurred to me that we'd been talking about accuracy, range and targets rather than actually killing people.

Maybe that's why everyone's impressed by gunships – the fact that they even fly at all is so impressive that you never stop to think what they're for.


Simulators such as this allow dangerous manoeuvres to be practised and also have lower running costs than helicopters.

A thermally-enhanced image of a tank's so divorced from reality that it makes no difference whether it's a video game or the real thing, a training mission or a combat situation – the fact that there're people inside never enters your head.

That's why we were allowed to view death from afar during the Gulf War, and that's why Nicolas Cage and Sean Young had a fair fight against another gunship rather than using their Apache to hose down fleeing Iraqi troops at the Mutlah Gap. Hollywood doesn't like giving its heroes unfair advantages.

It's a question of distance. Screaming down a road on a motorbike, you're fully aware that if you mess up, you'll die. However, on the same road at the same speed, you'll feel invulnerable in a car, even though a crash would still kill you.

Imagine how disassociated you must feel at 200 feet, with enough chain guns, rocket launchers, 40mm grenades and missiles to wipe out anyone who even looks at you wrong. And their families.

If you can't be bothered imagining, play a helicopter game. See what it's like to be a vengeful Old Testament god striking down pathetic figures from afar. Play the role of an invulnerable warrior surrounded by outrageous technology and firepower.

Gunships are cool. They're armoured flying Ferraris for little boys who never grew up. And that's that.

It's a Huey, as used in 'Nam and currently doing time in Belize, the British army's only remaining jungly outpost.

## THANK YOU! THANK YOU!

We now owe eternal gratitude to these fine people. Thanks to:
Peter Russell at the Military Photo Library for all the big pictures.
Patricia Wilson at Atlas Aviation, South Africa for all the Rooivalk stuff.
David Lewis at Medusa for the Wings Of The Apache photos.
The School Of Army Aviation, Middle Wallop for letting me poke around suspiciously.
And, of course, The Military Police for not arresting me.

# TFX

**REVIEWS**

**PC PLAYER** ★★★★★

**PC ACTION** 90%

**PC ZONE** CLASSIC 90%

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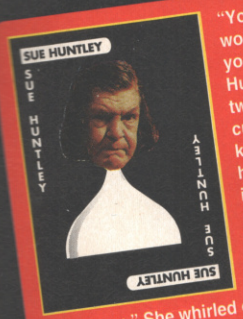
# GAMES

**The mighty beings of AMIGA POWER gazed down at the smoking corpse of *Alien Breed 2: Tower Assault*. The building was empty apart from their all-powerful selves. It was obvious that the murderer stood among them. Or was it? Or WAS it? OR WAS IT?**

# JUST WHO DO WE THINK DUNNIT?




"You're probably all wondering why I called you here today," said Sue Huntley-Marple, the elderly tweed-clad amateur sleuth-cum-art-editor. "As you know, *Tower Assault* hasn't been reviewed this issue, and I mean to find out why. You all had equal motive and opportunity to kill this review, and I suspect each and every one of you." She whirled on AP's gentleman editor. "Where were you on the night of 31st October?"

"The office security camera will have recorded me leaving at ten past six, and I distinctly remember being at home reading an improving book on that night," explained Jonathan quickly. Possibly too quickly. "I phoned my father at nine o'clock precisely and talked for an hour." A smile played lightly across his lips. "I think you'll find my itemised bill eliminates me from the investigation."

Sue's eyes narrowed. She was obviously going to have to invest a lot of time and research in breaking JD's cover story. In the meantime, well-known recidivist Jonathan Nash was describing his whereabouts at the time of the crime. "Never mind all that," snapped Sue as the words "Warner Brothers" floated pathetically across the room. "To hell with all this wishy-washy Agatha Christie stuff." She picked up a shotgun. "Talk, or I shoot Paul."

"Ghnff grffff boggg hnnn sphhffft," remarked Paul, his pithily apt comment somewhat spoiled by the shotgun jammed in his mouth. "Bugtttt hgg jerffff," he added sadly as his mind drifted away to all the grungy nights out in Bristol he'd miss if Sue suspected him guilty of this fiendish crime. Never again would he bop to the strains of Pop Will Eat Itself, Heart, Rage Against The Machine, and all that lot. Except Nirvana. Natch.

"Look here," chipped in plucky Prod Ed Steve. "I've heard plenty of accusations, but not a whiff of a motive. Why, we must ask ourselves, would anyone have wanted to eliminate *Tower Assault* from this month's AMIGA POWER? Could it be, perhaps, to make room for our fantastic exclusive review of *Sensible World Of Soccer Soccer*?" The Sensible boys, then? No. Far too lovable.

"Sue, calm down!" shrieked Cam. "We all want to know the truth, but threatening Paul in this small room with a blue-metalled Purdey model 1901 side-by-side full-choke shotgun loaded with Hymax double-aught smokeless cartridges simply isn't the way to do it. Surely something with a shorter barrel would be better? A Smith & Wesson .38 Police Special maybe. With hollow point ammunition. Natch."

Sue's steely gaze fell upon fellow artist Sarah. "It couldn't have been me," whimpered her confederate. "I only ever write the 'Sarah would like to say' bit, and I never play any game. Ever." Faced with such infallible logic, the shotgun stayed where it was. Paul turned unpleasantly purple.

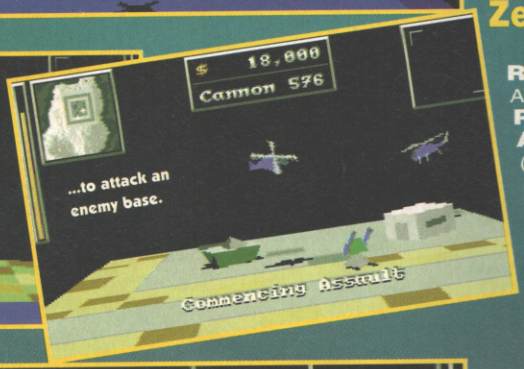
"HANG ON A MINUTE," roared Rich. "SURELY TEAM 17 ARE THE CULPRITS? IF THEY HAVEN'T FINISHED THE GAME YET, HOW COULD WE HAVE REVIEWED IT?" He looked hopeful as Sue thought for a moment and then retrieved her drool-drenched shotgun. "Of course," she said. "It's always the one you least suspect. Right, I'm off to have afternoon tea with the vicar." AP's crafty long-haired student layabout part-timer had saved the day. Phew.

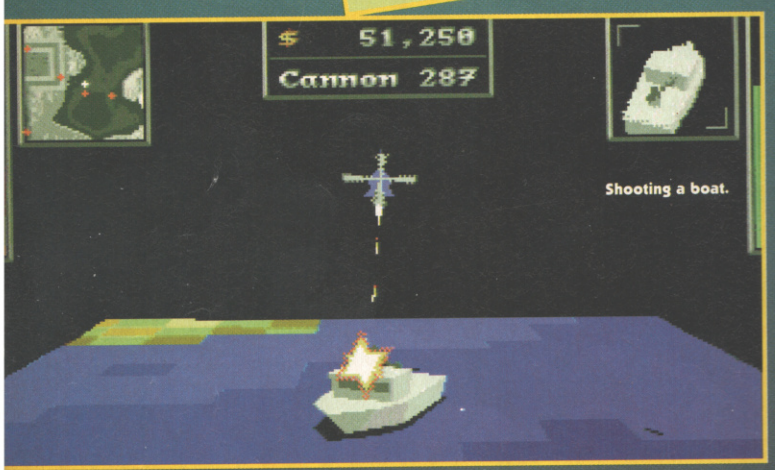
## HOW DOES OUR SCORING SYSTEM WORK THEN?

1. We scorn media hype, burn or shred software company freebies and horribly murder pushy PR people. Then we play the game to death and mark it on its merits.
2. The percentage scale's got 100 increments, and we use them all. Crap games get single figures and only brilliant games get 90s. Unlike other mags, over 80% in AP actually means something.
3. Who cares if a game's got great graphics or nice sound if it's useless? AP reviews give a single mark based on the game as a whole.
4. We're hard but we're fair.
5. Fifth points? Only Bennies Tied To Sticks use fifth points.

# ZEEW

## No time to be catching Zeds (or is that Zees?) Go forth and destroy the enemy.




**Runs on:** A500, A600, A1200
**Publisher:** Binary Asylum
**Author:** Andy Wilton (coding), Allister Brimble (sound), Jim Gardner and Andy Smith (level design)
**Price:** £30
**Release:** Out now

As one of AMIGA POWER's foremost proponents of the helicopter (second only to Cam) (and maybe Sue), I approached *Zeewolf* with a militaristic sense of purpose. Flicking the fuel feed to 'on', arming the weapons systems, checking the flight controls, starting the turbine and engaging the main rotor drive (in my imagination, this is – in reality you just press Fire and you're off), I embarked on the first of a series of missions which would have me swearing enormous amounts. But I didn't mind, because *Zeewolf* is great.

It's great because it's so helicoptery. To wit: a) it makes a 'chocka-chocka-chocka' noise as you fly, b) the helicopter's nose tilts forward, and c) you can unleash apocalyptic rocket-death with a tap on the fire button. The only snag is that the helicopter is bright "Please shoot me" blue. And you get that terrible not-quite-rock music that all helicopter games play.

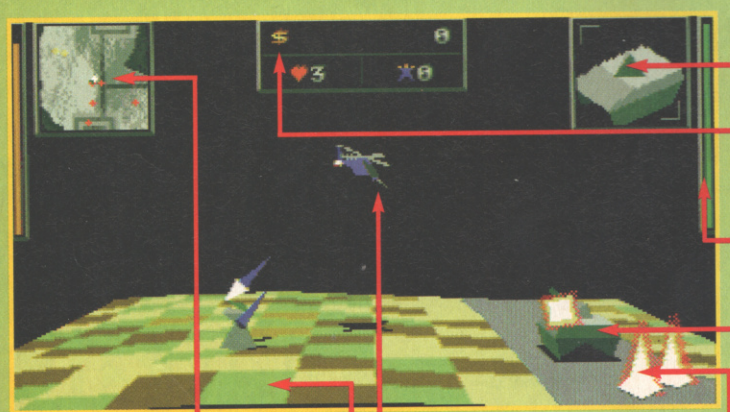
*Zeewolf* is almost exactly a cross between *Desert Strike* and *Zarch*. It's got the graphics out of *Zarch* – everything takes place over a scrolling patchwork square, with buildings and trees and things made out of polygons. And it's got the gameplay from *Desert Strike* – not just the helicopter-based action, but the whole way the missions are organised.

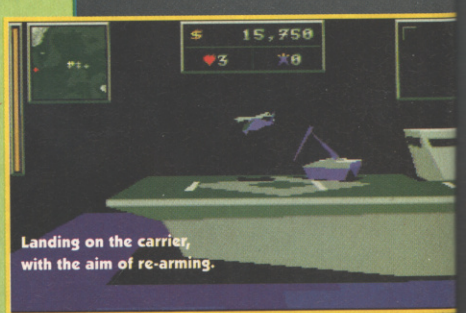
There are 32 missions (quite a few more than *Desert Strike*'s four), and, as in *Desert Strike*, each takes place in a different playing area, and is divided up into a set of smaller sub-missions. You might have to assassinate a general by destroying the building he's hiding in, then rescue some POWs and destroy an enemy base's defences to ready it for an invasion. Just like in *Desert Strike*, really.

But you can do things you can't do in *Desert Strike*, the most appealing of which is carrying tanks, helicopters and planes around on a winch. The physics of this works just like when you pick up an orb in *Thrust*, except tanks are often bigger than your helicopter and swing around quite alarmingly. There are also escort missions, where you've got to follow a friendly aircraft from A to B making sure it doesn't get shot down.

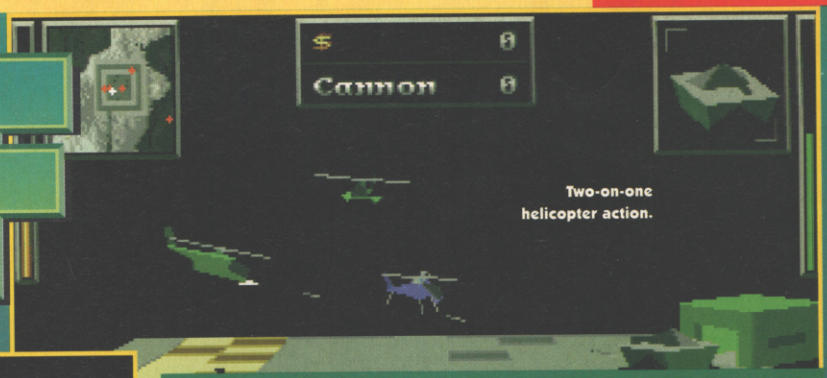
The only area in which it loses out to *Desert Strike* is strategy. In *Desert Strike* you've got to think quite carefully about the order you do things in. Do you hope your few remaining rockets will be enough

## AND THIS IS HOW IT WORKS



# ZEEWOLF




Two-on-one helicopter action.

You get a briefing like this at the start of each mission.

"Chocka-chocka-chocka"

to destroy the power station? Or do you risk death by popping over to the other side of the map to pick up some more? There aren't really any power-ups in *Zeewolf*, though – you fly back to your carrier for extra weapons – and it doesn't tend to matter which order you blow stuff up in. The only thing is, you can trade rescued POWs for repairs to your helicopter, so you've got to work out the best time to return to the carrier with them. But where *Zeewolf* does win over *Desert Strike* (this might be a good point to stop mentioning *Desert Strike*, and consider *Zeewolf* as A Game In Its Own Right), is in tactics.

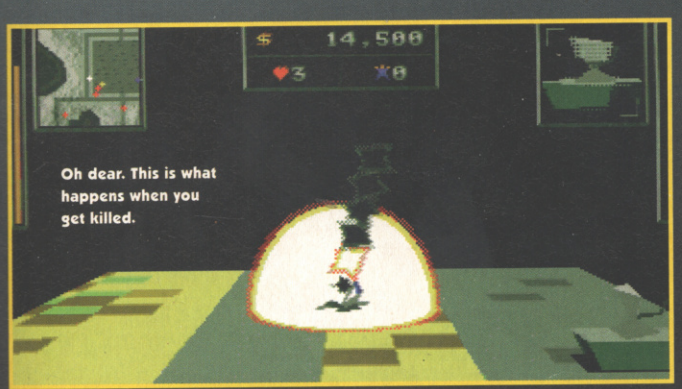
Tactics come in when you're over the target area and are considering the safest method to deal with the various guns, tanks and helicopters ranged against you.

## APACHE

Firstly, it can be pretty fiddly trying to hit things with your weapons. The aiming system is semi-automatic, and to get it to lock on you've got to have the nose pointing approximately at the target. So really you want to come zooming in towards your prey at low altitude, let rip with a few missiles and zoom off again before the enemy gets a chance to fire back. As soon as you start trying to turn around over the target to get another shot your helicopter's nose comes up and you lose airspeed, get caught in the enemy crossfire and die.

And then there's the interaction between the various enemy units. Cobra SAM sites are pretty nasty, but they're ten times worse when there's a Watchdog radar tank nearby guiding the missiles towards your helicopter. So you've got to ignore the missile sites to begin with and go for the radar.

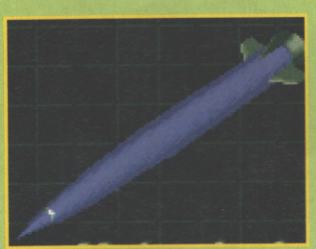
I did get a little vexed with it at times. Given that success depends on lining up perfectly with a target and hitting it before it has the chance to fire back, it seems a little unfair that, because of the way the graphics work, you can't actually see things until you're right on top of them. The scanner helps a bit, but doesn't really give the necessary precision. The other irritating thing is the way targets don't disappear from your scanner once you've blown them up. You can spend ➤



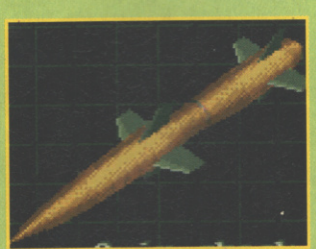

Oh dear. This is what happens when you get killed.

## LETHAL WEAPONS

At the bottom of the range is the machine gun. It takes quite a few bullets to kill anything, and you'll frequently get shot down as you circle targets trying to finish them off.

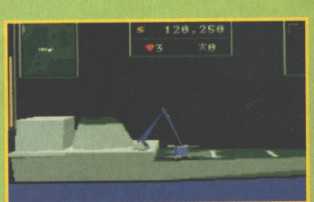


Next up, and generally the best all round, are rockets. Two are sufficient to destroy most targets, and you can come swooping in, fire them off and be gone again within moments. They're pretty tricky to aim, though.

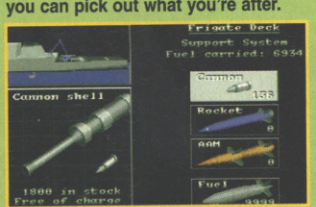


Finally there are AAMs (air-to-air missiles). As their name suggests, they're best for shooting down fast-moving planes, but they'll happily lock onto ground targets as well. They're difficult to come by, though, and not much more 'explosive' than the far-more-plentiful rockets. And you can only carry a few at a time.

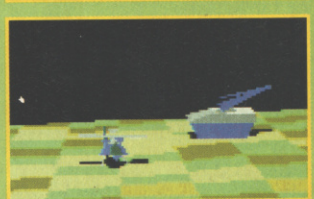
If you start running low on ammo, head for a friendly ship to pick up some more.

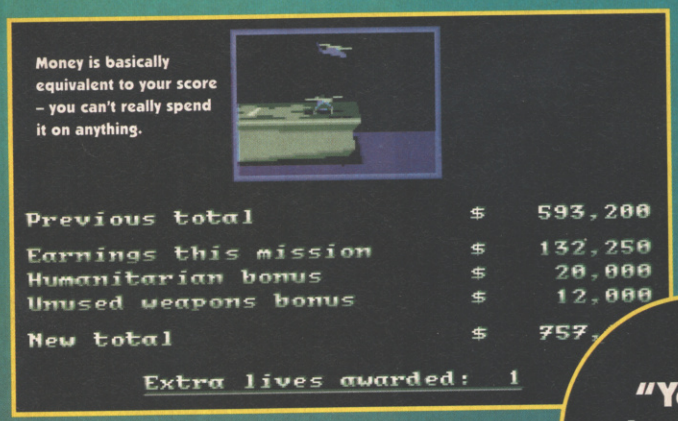


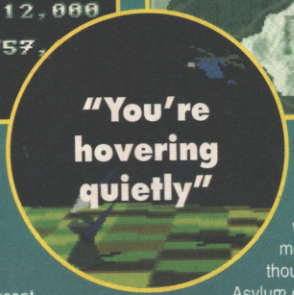

This screen then comes up, where you can pick out what you're after.




There are Buffalos, too – mobile re-arming vehicles that're frequently placed in awkward spots.








hours on a 'destroy all the patrol boats' mission flying round and round the sea visiting the same targets over and over again until you find the one straggler you missed. Couldn't the dots change colour, or something? And, in fact, your weapons still lock onto blown-up targets, which can make it unnecessarily difficult to pick out a live tank from a group of dead ones. Hrumph.

## ROOIVALK

All the same, *Zeewolf* is an enormously absorbing game that strikes a perfect balance between fast, helicopter-orientated action and slower, more thoughtful play. One minute you're frantically pumping rockets into anything that moves, with bullets streaming past your ears and huge explosions rocking the earth. The next, you're hovering quietly in an unpopulated corner of the map, pondering your next course of action.

Although they're not all that sophisticated, the graphics do the job nicely. From tiny POWs to hulking great frigates, they all look neat and tidy. And then you've got some excellent explosions – enemy planes, in particular, go down in spectacular style. Watch out, too, for garage doors that open to allow tanks to drive out, bullets splashing into the water, and the shadows beneath anything that flies. And, except when there's absolutely loads happening, the screen updates utterly smoothly. (On a 1200, this is. Our increasingly beleaguered 5/600-owning readers will find it's all a bit jerky, though still just about playable).

And it all comes on one disk, which is nice, something you can put down to the polygon graphics and absence of badly-drawn graphical menu screens. There's no disk-accessing once the game's started, and it all seems slick and well-organised (apart from you having to use the cursor keys rather than the joystick to select things from menus). The controls take a bit of getting used to, but rapidly begin to make sense. Be wary of the mouse option, though – Binary Asylum claim it ultimately gives you more control if you practise with it, but it just seemed completely bonkers and uncontrollable to me.

And the password option's a bit of a bodge. You get a password every fourth level up to mission 25, but as a level can take up to 20 minutes to complete, there's still quite a bit of slogging through the same old misssions to get to the one you're stuck on. It does give you a chance to accrue handy extra lives though.

*Zeewolf* is fresh and different, and yet reassuringly familiar. It's explosive, violent, but also coolly detached, just like modern warfare.

But I couldn't honestly recommend it to A500 owners as enthusiastically as I can to people with A1200s. On a 1200, overflying a frigate is a truly fulfilling experience; on a 500 it causes the screen to shudder horribly. That's progress, or something like that.

● *JONATHAN DAVIES*

## ZEEWOLF CHECKLIST

So just how does *Zeewolf* measure up?

**Helicopters?** *Yes.*

**Huge explosions?** *Yes.*

**Bullets splash pleasingly in water?** *Yes.*

**Can 'accidentally' shoot down the plane you're meant to be escorting?** *Yes.*

**Can blow up your own aircraft carrier?** *No.**

*Although you can destroy the radar scanner on top.

**UPPERS** Helicopters, tanks, VTOL aircraft, patrol boats, aircraft carriers and guided missiles. Crisp graphics. Sizeable explosions. Fine attention to detail. Realistic controls. Absorbing missions. And it's all on just one disk.

**DOWNERS** Infrequent passwords. Blown-up targets continue to get in your way.

### THE BOTTOM LINE

We've been waiting ages for it, but now it's here, *Zeewolf* is simply great, and a convincing argument for the more frequent placement of helicopters in games. Running on an A1200 we'd give *Zeewolf*...

**90 PERCENT**

### THE BOTTOM LINE

**A500** An A500 struggles to run it fast enough, though. (Try our coverdisk demo and see what you think.) On an A500 we'd give *Zeewolf*...

**74 PERCENT**

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AP Dec

A bit of a tricky trickster this one. You've got to stand on the pads at the far side to end the level.

# CANNON

**Runs on:** A500, A600, A1200
**Publisher:** Virgin
**Author:** Sensible
**Price:** £30
**Release:** November

Poppies, huh? They've got no friends at AMIGA POWER, I can tell you. It's hard to believe, but it's been a whole year since *Cannon Fodder* came out. Yup, twelve issues since our 'poppy cover that never was' and our legal scrapes with the British Legion over whether a poppy is just a flower or a recognisable symbol of a registered charity. A whole year since our appearance in The Star under the headline "Poppy Game Insult to War Dead", and practically the anniversary of the same tabloid rag's follow-up piece libelling Stuart Campbell as "spotty". And, of course, of Virgin sitting back and drooling at all the free publicity for what must surely have been one of their biggest games of the year.

"Poppy game insult to war dead"

Learning from their mistakes, the icon of *Cannon Fodder 2: Once More Unto The Breach* is a hand grenade, because the great thing about an explosive charge wrapped in hundreds of metres of wound-inflicting wire is that it doesn't have the same child-frightening, 'responsible adult'-freaking, society-disruptive effect as an iddy-biddy flower. Thank God.

But to the game itself. Co-designed by Stuart and the other Sensible multi-millionaires (with a special guest designing appearance by a couple of AP readers), what does it offer that the original game didn't? What will you be getting that's fresh and exciting, innovative and crafty enough to warrant parting with 30 quid? Weeeellllll....

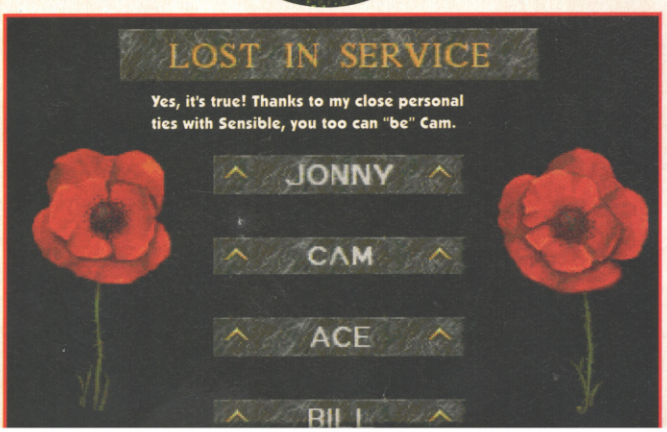
Not that much really, to be honest. If you're feeling chirpy and content with life, this is obviously a Good Thing: *Cannon Fodder* was excellent, and to muck about with a winning formula would be the height of folly. So to release a thematically identical sequel with the same number of missions (24) and levels (72) as the original guarantees at least the same degree of entertainment. If, however, your outlook on the world corresponds more with the pre-death one of Bill Hicks, you'll be looking at *CF2* as no more than a full-price data disk; a corporate cash-in and a traitorous exploitation of the zoo-going children of the world. To which view do I subscribe? Read on, dear punter.

I like this one. At the dead centre of a target you've got to blaze away from second one.

## HENNN-HUT

I'm assuming that everyone knows everything about the mouse control system, the rockets and grenades and the forced-perspective viewpoint of the original, so I'm basing this review around the changes between that game and the sequel. *CF2* features the same kind of foot soldiers (with guns and rockets), the same kind of turrets and the same kinds

I don't know if it's a bug, but occasionally you can ramp cars onto rooftops. Cool.



# FODDER 2

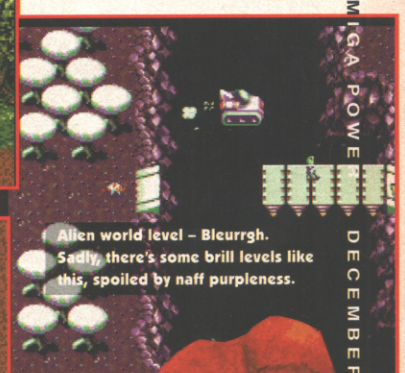
of vehicles (tanks, helicopters, jeeps, etc) as the first game, only they all look different. But no amount of new graphics can disguise their true nature. The 'rocket launchers' may be blobby aliens or powerful wizards for example; the 'foot soldiers' gangsters or mediaeval knights; the 'jeeps' ancient battering rams or sleek gangster limos; and the 'helicopters' witches or, er, helicopters; their true nature is unmistakable.

There's a new song at the beginning too. It's a funky dance tune complete with neato horn section stabs, but somehow not quite as listenable-to as the original *CF* tune. *(Jon Hare? I only liked him in his early years. – Steve).* And although much of the in-game music's been remixed and jazzed up, I found myself turning down the volume between levels to avoid most of it. Maybe it's because I've played *CF* to death and therefore heard all the chirrupingly jingoistic WW1 tunes hundreds of gillions of times before, but I really wish they'd included a Music Off option this time around.

## HUP HOOP HREEP HORP

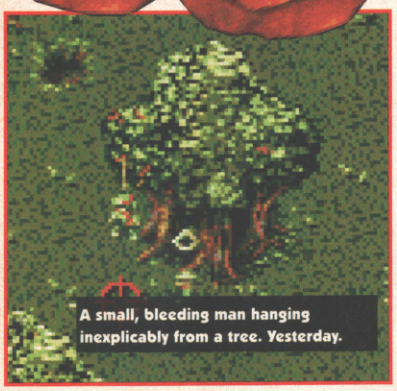
My initial feelings about the game were of disappointment. It's quite clear that only the graphics and maps have been changed (no air-to-air combat, for example, which is something that was missing from the original). This is *Cannon Fodder Again* rather than *CF2*, with new wacky pictures of the Sensible boys at the beginning, a new-look alien cemetery in which to bury your lads and the like. Knowing months before you see the finished game that there aren't going to be any new weapons and vehicles still hadn't

OOH, YOU TRICKY TRICKSTER YOU



## CASTLE PANTS

**Destruction of men, machines and property is the main core of the *Cannon Fodder* ethos, and much time and effort has gone into making it look nice. So, for your entertainment, here's the fiery destruction of a rather pretty little castle that's named in line with this month's running gag.**



A small, bleeding man hanging inexplicably from a tree. Yesterday.

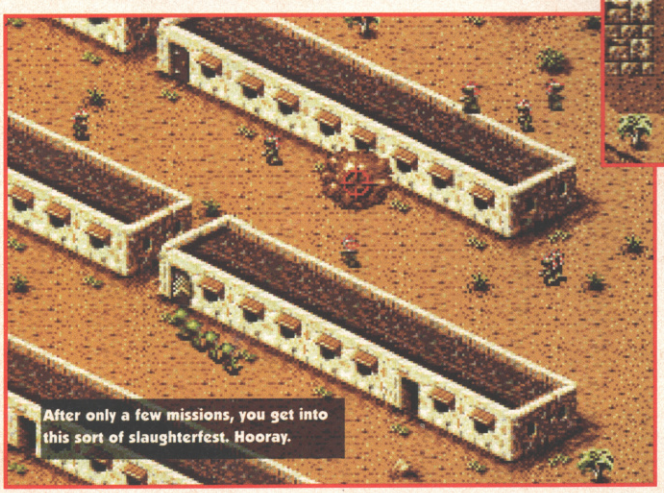
The appearance of this spaceship is the only feeble attempt to explain the *CF2* storyline.

prepared me for playing it and getting the feeling that I'd done it all before.

Scepticism turned to brief horror when I started playing from the beginning only to discover that the missions are graded in exactly the same way as before. The first mission gets you used to the mouse, the next one introduces grenades, then you get mines, rockets, vehicles and so on introduced discretely to build you up to the carnage of the later levels. I thought this was kind of odd as most people who are going to buy *CF2* have already played the original, and therefore have no need for trainer missions. Why not have included them as a separate training mode? Forcing the player to trudge through them is like Psygnosis putting all those easy warm-up levels in the Lemmings follow-ups.

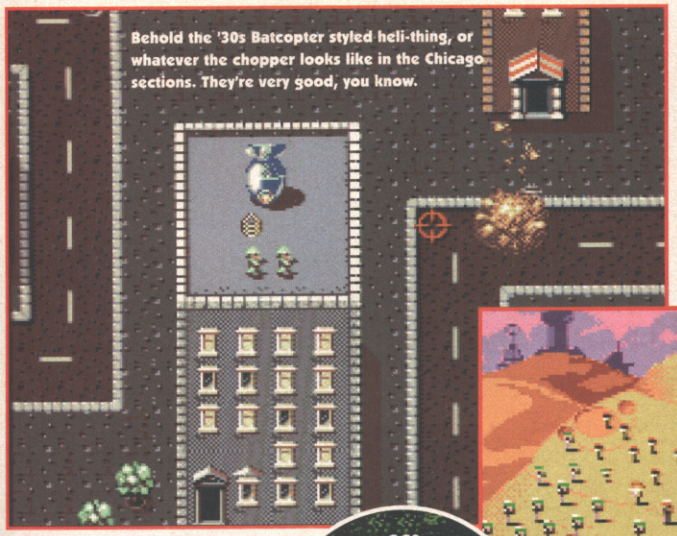
Well, that's the low point of the review over with. Okay, so the starter levels look simple, but they're much harder than the originals and that sort of makes up for it. After about seven missions or so you start to see two fine and dandy themes appearing in the game. The first is that most (if not all) phases are named after song lyrics or titles, which has to be the Stuart Campbell influence. I spotted

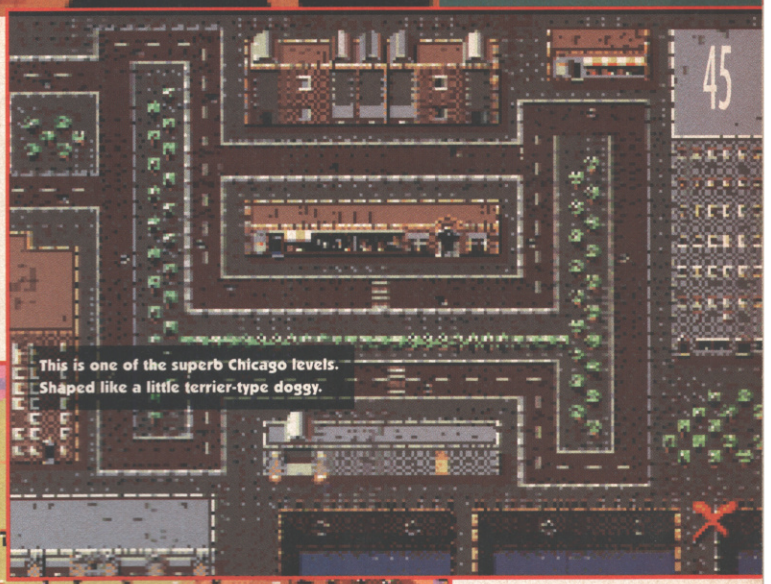
Another tricky level where the doors blow off at an angle and kill you. Ooh.

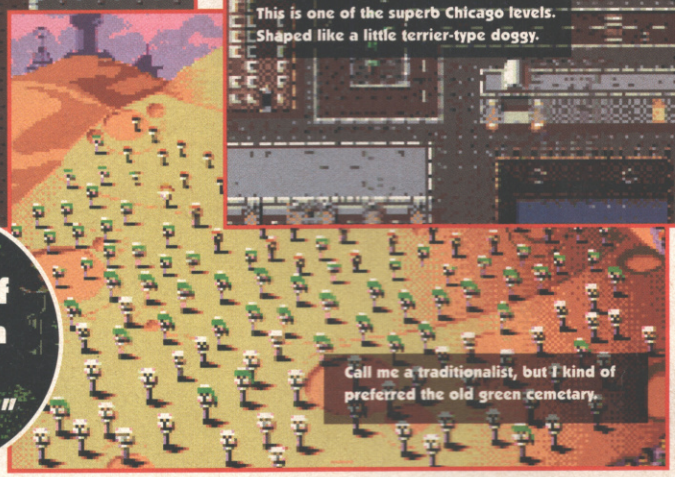


After only a few missions, you get into this sort of slaughterfest. Hooray.

It may look like a witch in a bubble, but don't be fooled. It's a chopper.


Behold the '30s Batcopter styled heli-thing, or whatever the chopper looks like in the Chicago sections. They're very good, you know.


This is one of the superb Chicago levels. Shaped like a little terrier-type doggy.


Call me a traditionalist, but I kind of preferred the old green cemetary.

**"Offing hordes of blokes in sordid warzones"**

some of the more obvious ones such as Idiot Country and Stuck In The Middle With You, but it will take a really top-class anal NME devotee to make sense of the likes of Terminal Beach *(A Jesus and Mary Chain limited edition B-side. Apparently. – Ed)* and Watusi Rodeo *(A song by Guadalcanal Diary. It says here. – Ed)*

The second fine and dandy theme is that there's a lot more tricky tricksterness in *CF2*. The levels penalise you for taking the obvious route and reward you for trying an obscure approach (except when trying an obscure approach becomes too obvious, natch). Roads are mined and vehicles temptingly placed within your grasp to lure your squad to a messy death. Sneaking behind huts might not be glamorous, but it's often a better tactic than charging straight down the middle, and loads of levels make you think before you move, injecting puzzle elements to counterpoint all the killing. The original game went in pulses of fiendishly hard and stupidly simple levels, but in *CF2* the difficulty curve's, well, more of a curve. There are even varying levels of difficulty built into each mission, with the enemy getting more aggressive and accurate the longer you take to kill them. This feature, combined with fewer sprawling and empty levels, and a good mix of tricky and brutally harsh gung-ho phases creates a much smoother, altogether more entertaining set of challenges for you.

## LASER FODDER, MORE LIKE

So. Why's the final score less than the original's 94%, then? The reasons are twofold. You start off in Beirut, head off to battle mediaeval knights, then take on gangsters in Chicago and finally board an alien spaceship and trash their home world. There's little explanation in the manual as to why you're doing this and absolutely none in the game. As a result, the game doesn't hang together. Sensible are being clever at the expense of being atmospheric. Flying from a jungle to the arctic is one thing, but from the Dark Ages to an alien spaceship is something else entirely. Yeah, right, you may be thinking, but it's true. For me, *Cannon Fodder* means offing hordes of blokes in sordid warzones. It's kind of the computer equivalent of a John Woo movie, or of 'be'-ing big Arnie in Commando. Placing the guys in Chicago seems odd, but having them on an alien planet's just downright wrong. (At least the earth-based levels have both feet on the ground, if you see what I mean. I hate the entire look of the alien planet, despite some of the levels being very well-designed. From the disgusting purple pools to the silly flowers, it goes against the entire *Cannon Fodder* concept of being an arcade wargame.)

More universally, there's the value rating of the game. I harped on about this at the beginning, but the fact is that if you bought *Cannon Fodder* then you've already paid once for all the time and effort that went into designing and perfecting the game engine. Now you're expected to do the same again. *CF2* is not a new game, it's a new collection of levels. And in video games, if you're standing still then you're moving backwards.

So there we have it. *CF2* has lost the coherent feel of the original (a minus) but it is harder and has more challenging levels (a plus). It's got some garish alien worlds (a big minus) and is overpriced (a minus) but at the same time has all the amazing control and playability of the second-best Amiga game in the world (a big plus).

Add all of those together and you end up with something that's not quite as worthwhile as the original. But something still brilliant.

● *CAM WINSTANLEY*

**UPPERS** All the same gameplay as *Cannon Fodder*. The Beirut, Mediaeval and Chicago levels look and play wonderfully. The level design is consistently better than the original. It's harder too.

**DOWNERS** Nothing new has been added. The alien levels look terrible and, for me at least, spoil the hardcore combat feel of the game.

**THE BOTTOM LINE**

I'm in the enviable position of being able to play it without paying for it, and I love it. Even with the offensive alien levels it's a fearsomely cool piece of entertainment. But – and it's a significant but – being a *Cannon Fodder* fan slavering for new challenges and having to fork out 30 quid to feed your addiction's bound to sting a bit.

**89** PERCENT

## ROLL OF HONOUR

The competition to design a level of *Cannon Fodder 2* was far and away the most popular we'd ever run. For every day up to the closing date we received a slab of entries, and amused ourselves by thinking up terrible punishments for the useless, cretinous morons who posted their shabby bits of graph paper to 'The Editor', or perhaps 'Do The Write Thing' instead of the compo address. Following a truly heroic effort on the part of Sensible actually to sit down and examine every map, a list of winners emerged. Some of them failed to maintain a consistent level of entertainment, so their better ideas were cannibalised into other missions, but every victor will be receiving all manner of Sensible/Virgin loot. More importantly, of course, they've been immortalised as soldiers in the game. And here in the mighty pages of AMIGA POWER as well. Natch.

We'll be going into more detail next month, but a quick list of the winners is as follows: Ian Gray, Tracey Stanton, Bill Burton, Adrian Priddis, Daniel Bolger, Adam Booth, Cpl Chris Cameron-Witton, Max Harvey, Peter Mitchell, Tadgh Smith, Edward Tillotson-Sills, Mark Wickson. Well done.

A complete damnation to the purple nastiness of the alien worlds.

**THE BOTTOM LINE**

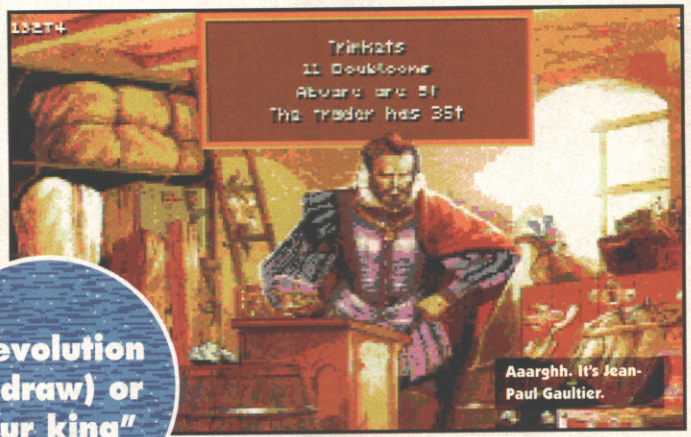
**A1200** Still fast, still furious, still the same horrible purple alien levels and unconvincing spaceship settings.

# VOYAGES OF DISCOVERY

**Only prime fillet cod and the best in naval-based strategy wargames are good enough for the Captain's table...**

**Game:** Voyages of Discovery
**Runs on:** A1200, A500 (1 meg)
**Publisher:** Kompart
**Author:** Software 2000
**Price:** TBA
**Release:** Out now

A number of people are excused from this review. If you haven't got one meg you may leave now. If you haven't even got an Amiga and you're just, say, reading this in the waiting room at the dentist's then, er, I'd spend your time worrying more about how your mouth is going to feel in half an hour than dwelling on whether or not the Amiga really needs another naval-based strategy wargame if I were you. And if you're absolutely sure it doesn't (need another naval-based strategy wargame, that is) then please make your way quietly to the exit.




**"Revolution (a draw) or your king"**

## IN FOURTEEN HUNDRED AND NINETY-TWO

The idea of *Voyages of Discovery* is simple – take over the world. In turns. Like in a wargame. But one thing you wouldn't normally expect to find in your everyday 'WG' are some halfway decent graphics. These come in the form of superbly-drawn atmospheric stills (sometimes with a bit of animation). Your home port, which consists of a number of these, is the first place you'll need to visit to tool up before heading overseas. You'll be needing a crew (from the pub, inevitably), and some equipment (water, food, treasures, and a cannon or two), and ought to transfer some money from your office aboard, all via menus and mouse-button-clicking.

From your port you set sail a hexagon at a time (movement points depending on how much cargo you're holding) in search of land. Find a colonial village and you can either invade, or negotiate with the village leader to move your troops in. Your settlers will then magically start to multiply, build up their village and, if you open up a mine or a plantation, set about producing some sort of export. You can then sail off again, get some more people from back home, find another village and set that up too. The rest of the game is spent much in the same way – searching for new villages, nurturing your existing ones, trading exports and expanding your fleet, the game ending either when your last ship has been impounded because of debts (you lose), you survive until the beginning of the French Revolution (a draw) or your king and church are convinced you have done great deeds for your country (you win).

## COLUMBUS SAILED THE OCEAN BLUE

But for potential naval-based strategy wargame buyers, this idea that you simply keep on going until you win, lose or draw with no short-term goals could be a bit of a worry. As your settlements and fleet increase in numbers, so turns take longer and longer as you have more and more icons to more around. But there's not actually much new to try out. You can add on ports, churches and forts, but that's not really very exciting. Getting attacked is pretty boring (you just fire in turns until a winner is decided. Yawn), and although you are playing against up to another three players (you must play against at least one computer player), there is little sense of any real direct competition. If only you could do more with your villages – little *Populous* people running around with *Mega-lo-Mania* type factories inventing things would have been good, or maybe turning the building aspect into a kind of mini-*Sim City*. But any game in which you've explored more or less everything you can do in two hours, knowing all you then have to do is to keep it up, isn't going to score that highly. Such, I'm afraid, is life.

● *RICH PELLEY*

**UPPERS** Excellent presentation, extremely easy to start playing, and a real feeling that you are getting somewhere for the first few hours.

**DOWNERS** And suddenly, all the fun wears off. The icons are particularly drab, and playing with a time limit instead of turns may have been a better idea. Oh, AND IT DOESN'T FLIPPING WELL RECOGNISE A SECOND DISK DRIVE. Ten percent off.

**THE BOTTOM LINE**
If sailing around a big map trading things sounds like your idea of a good night in, then don't let me stop you. But you really should try to get out more.

**52 PERCENT**

**THE BOTTOM LINE**
**A1200** There's no. There's no, no, no. There's no, no, no. There's no. There's no difference. (Techno, techno, techno, techno.)

# FIELDS OF GLORY

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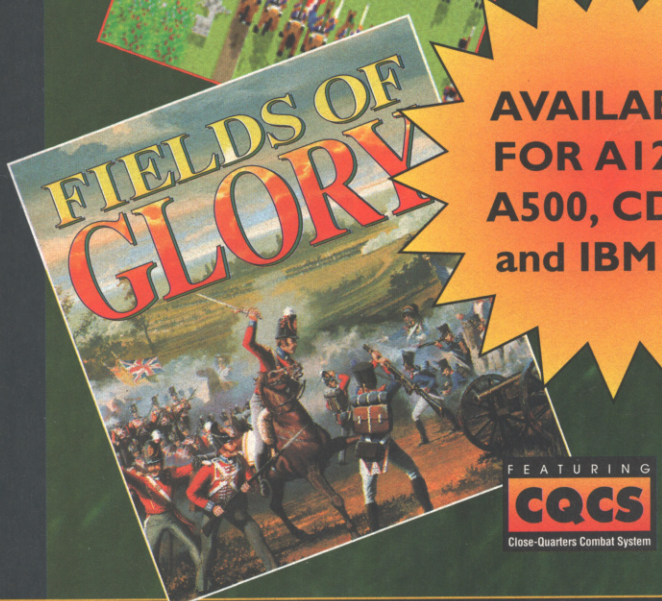



***Fields of Glory*: the fury of real battlefield action. For A1200, A500, CD-32 and IBM PC Compatibles.**

SIMULATION

MICROPROSE

# ALADDIN

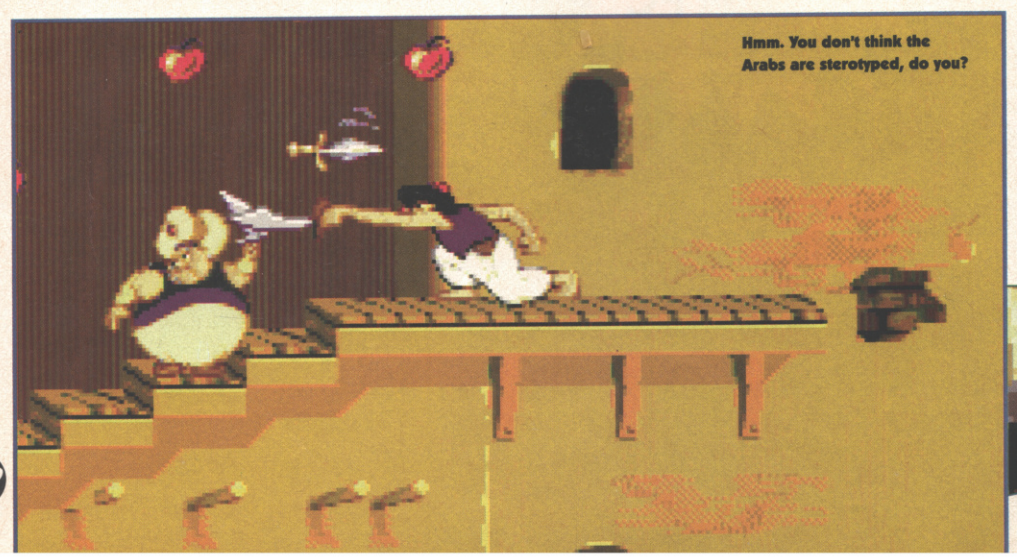
**All right, so it's Aladdin. That's all very well. But where is Widow Twankey? Somebody's lost the thread somewhere.**

**Game:** Aladdin
**Runs on:** A1200
**Publisher:** Virgin
**Author:** John Twiddy
**Price:** £30
**Release:** Out now

Perhaps it's a sign of the times that, just as American football was designed in the 1960s with intervals for commercial breaks to be inserted on the television, film scripts are now being penned with computer game conversions in mind. Why, after all, would the big Hollywood studios have risked making the same Arnold Schwarzenegger film ten times in a row all through the 1980s – the one where he walks around shooting people for an hour and a half – if it wasn't to facilitate the production of ten identical walking-around-shooting-people games? Why, halfway through Jurassic Park, did the action suddenly switch from the jungle to the inside of a building, if not to allow Ocean's programmers to join in with the current vogue for *Wolfenstein*-style 3D shoot-'em-ups? Why were the executives behind Speed prepared to risk everything on a film set entirely on a runaway bus, unless they were perhaps thinking of the driving game which is surely to follow?

And why, do you think, does Aladdin (the film) open with Aladdin (the lovable rogue) jumping from rooftop to rooftop, swinging on flagpoles, sliding down ropes, bouncing on people's heads and collecting apples, while being pursued by dozens of identical-looking men with swords?

It's therefore impossible to blame



Hmm. You don't think the Arabs are sterotyped, do you?

Not too sure what he's up to over on the right, there.

Reach out! Reach out! Aladdin? Or, in fact, Cliffhanger with Sylvester Stallone.

everything in the same typeface as the film's credits, and they both look uncannily similar. But in terms of gameplay they're very different. Capcom's SNES game, in keeping with Nintendo's since-abandoned no-violence policy, has you jumping on baddies' heads to 'make them disappear', while Virgin's Mega Drive version gives you a proper sword to hack people up with. The SNES game was perhaps a little more graphically inventive, with a great bit where you fall down a hole in the floor of a dingy cave and, after a long drop, land on a top of a huge pile of gold; some really good bits with the genie and Abu the monkey in; and lots of graphical interludes to explain the plot. The Mega Drive one, on the other hand, is more satisfying to play, with its swordfighting action, steadily-increasing difficulty level, temptingly-placed bonuses and lack of a crap flying carpet section. It's also takes longer to play through and isn't over-easy-fied by a password facility.

So guess which one Virgin have chosen to base the Amiga version on. Capcom's attractive SNES game? Or Virgin's solidly-playable Mega Drive one?

**"Run straight at baddies waving"**

## OH YES HE IS

Oh. No. Hang on. It's a bit obvious, isn't it? They've converted their own Mega Drive game. (Otherwise they'd have had to pay loads of money to Capcom, and ended up with an inferior game anyway, which would have been plain silly.) And John Twiddy, the programmer, has made an incredibly good job of it, the results being virtually indistinguishable from the original.

Virgin for turning *Aladdin* into a platform game. Especially when they've made such a splendid job of it.

Now, there've already been two *Aladdin* video games – one released on the SNES at the beginning of this year, and one that came out on the Mega Drive more recently. They're both platform games, they're both beautifully presented, with cartoon-quality animation and nice touches like writing

The Mega Drive game was designed by Dave Perry, who did *Cool Spot*. And there are plenty of similarities beween the two games, especially in the design of the levels, which keep twisting back on themselves and placing bonuses in hard-to-reach places.

There's a screen at the beginning with all the power-ups and things on it, with arrows pointing to them saying which one does what. But in gameplay terms *Aladdin* is streets ahead of *Cool Spot* (which I must say I didn't like nearly as much as Stuart Campbell did – he gave it 85% in AP34).

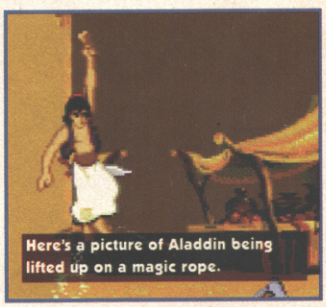
The swordfighting is excellent. If you run straight at baddies waving your sword about, you'll kill them but almost certainly lose some energy. If you edge up to them carefully, though, you can stay just out of range of their swords and kill them safely. You've also got the option of standing just out of range and pelting them with apples, although this isn't so

Here's Abu engaged in one of his bonus games.

## BONUS GAMES

Special bonus games pop up at the end of each level, like the one below. You've got to stop the symbols that flash past in the middle, hoping to get an extra life rather than a 'lose'. You get one go for each gem you've collected, and you can also win more gems for extra goes. (Sorry, this is a bit tedious, isn't it?)

And! Some levels have Abu bonus games at the end (as illustrated, confusingly, above), which you can play if you've managed to collect the picture of Abu. They involve our simian chum hopping about collecting things and avoiding rocks and stuff. They seem rather tricky, and we haven't got to the end of one yet, but you seem to get an extra life or something. And that's enough of that.



Here's a picture of Aladdin being lifted up on a magic rope.

This is from the terrifying escape from the cave, and that platform's about to collapse with horrible consequences.

much fun and you'll probably want to save the apples till later on when you have to start hitting things that're out of range of your sword.

And there's much more to it than jumping across platforms and shinning up and down ropes. There are springy flagpoles you can bounce on, magic ropes that carry you upwards, washing lines that you can slide down, and platforms that shoot up on jets of water. Each level has new tasks for you to complete, like smashing statues to reveal platforms, or collecting flutes to release magic ropes. There are bosses, too, which there weren't in *Cool Spot*, and they're tough enough to stop you in your tracks without spoiling everything by being too hard. It's varied all the way through, while not deviating too dangerously from the plaform-hopping it excels at.

Blimey. This is a bit big, considering it's just a picture from the intro.

**"Go 'Ooh! Ow! Ooh!' just"**

## OH NO HE ISN'T

Graphically, *Aladdin*'s superb – the best I think I've seen on the Amiga. The animation of Aladdin is slick and fluid (he's probably traced directly from Disney's original animation cels or something), and the same goes for all the other characters. Look out for the camels who spit out apples when you jump on their backs, or the baddies whose trousers fall down to reveal spotty underpants, or the bloke who runs across burning coals going 'Ooh! Ow! Ooh!' just like in the film. It is – yes – just like watching a cartoon. And it's got the sound effects to match (that baddy really does quite literally go 'Ooh! Ow! Ooh!') along with wonderful renditions of all the songs from the film, right down to a version of A Whole New World at the beginning, which starts off on the piano and then all the singers come in halfway through in what will surely become one of history's Great Gaming Moments.

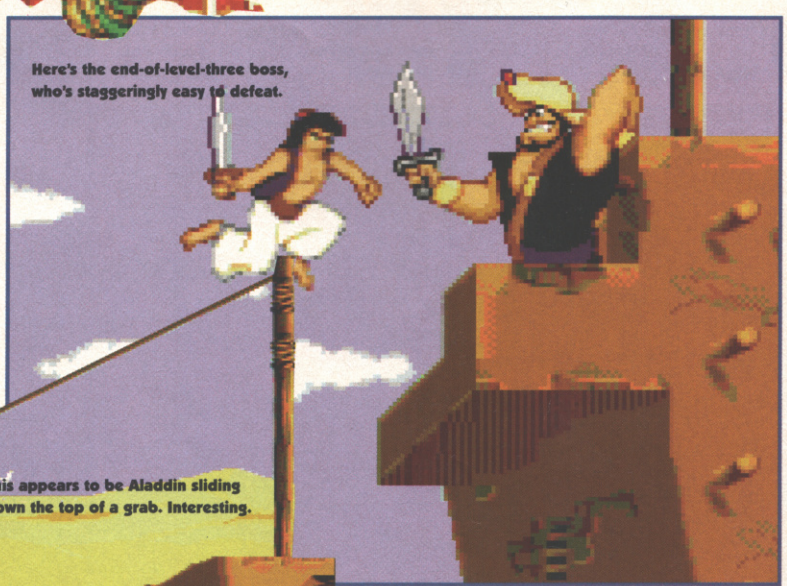
I really like *Aladdin* (it even spares you Up-to-jump if you've got a two-button joystick), and it's with some regret that I must mention its one drawback. In fact, I was tempted to keep it quiet in the hope that no-one would notice, but it's actuallly an obvious one.

As those familiar with the console versions may have suspected, *Aladdin* is A Bit Easy. Even with no passwords, and with continues that you have to buy from shops as you go, and the option of setting it to Difficult, you'll romp through huge swathes of it on your first go, and gobble up another couple of levels on each subsequent turn, and it won't be until much later, on the fiery escape-from-the-cave level, that the first drops of sweat will begin to collect in your eyebrows.

We must assume that it's been designed for the console market under the all-too-common delusion that, because they're generally younger than us, Mega Drive owners aren't as good at playing games. (In fact, of course gameplaying ability is inversely proportional to age, which is the reason we periodically have to pension off AMIGA POWER team members when they otherwise seem to have years left in them.) Even so, it's a game I'd happily play through a few more times to ferret out all the secret bonusy bits, unlike the SNES version which is very much a watch-the-end-sequence-and-toss-it-aside affair.

If Disney really did make Aladdin with a game in mind (which, okay, is unlikely, but we love a good conspiracy theory here at AMIGA POWER), Virgin have risen to the challenge admirably. The game's just as nice to look at as the film, just as laugh-packed, and just as entertaining. Let's hope they cope as well with the rather tougher task of turning The Lion King into something presentable.

● *JONATHAN DAVIES*



Here's the end-of-level-three boss, who's staggeringly easy to defeat.

This appears to be Aladdin sliding down the top of a grab. Interesting.

**UPPERS** Graphically in, er, a whole new world compared to most Amiga platform games. Great sound and music. Amusing animation. All the spirit of the film. Plenty of variety without degenerating into a collection of sub-games. Thoughtfully designed throughout. Recognises a two-button controller.

A1200

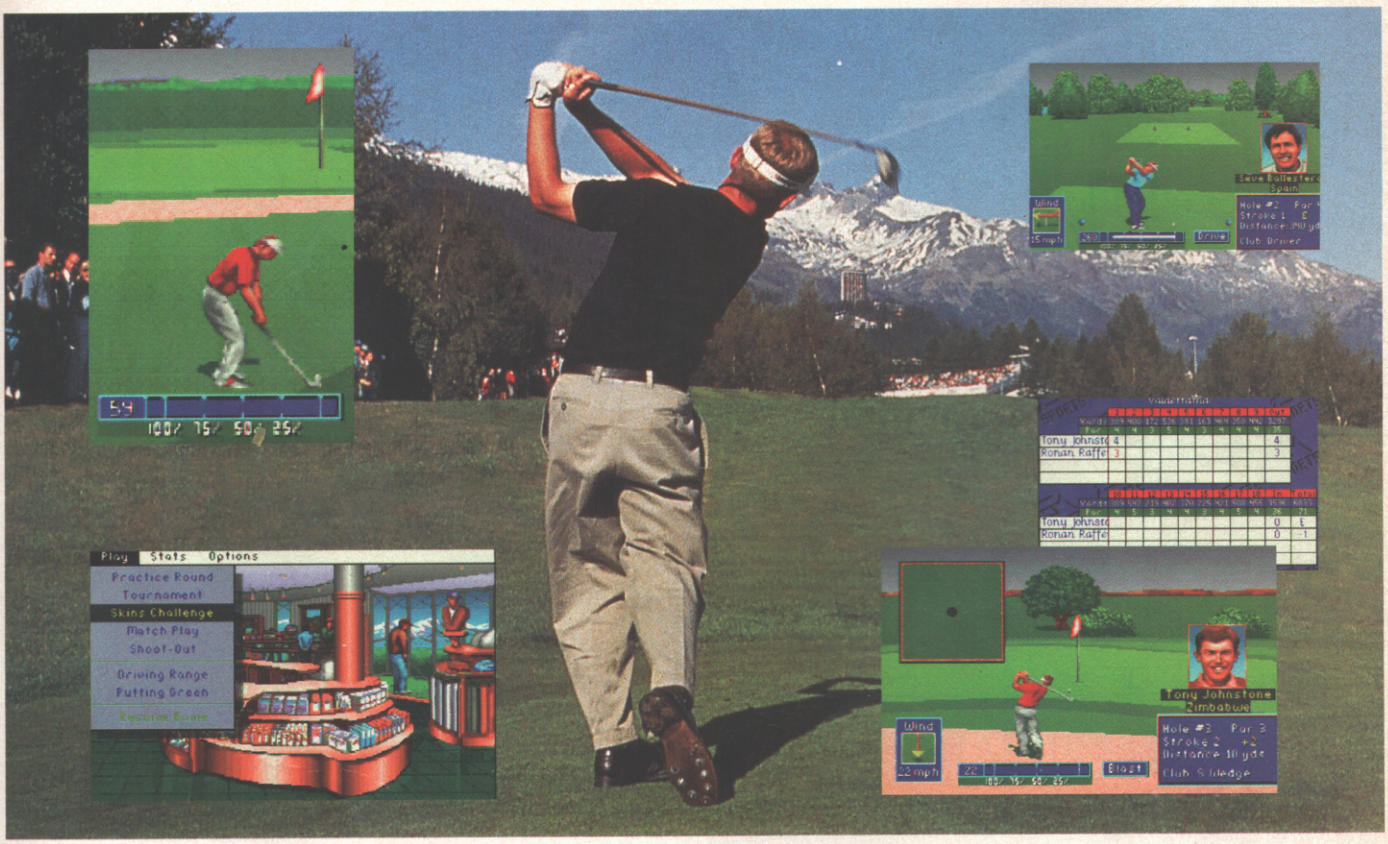
**DOWNERS** Occasional leaps of faith, particularly in the escape-from-the-cave level. "Loading Please Wait" messages throughout. But the biggie is that it won't take terribly long to finish.

### THE BOTTOM LINE

Takes a couple of much-abused genres – the film licence and the platform game – and really shows what can be done with them. Don't expect it to put up too much of a fight, though.

86 PERCENT

# PGA EUROPEAN TOUR

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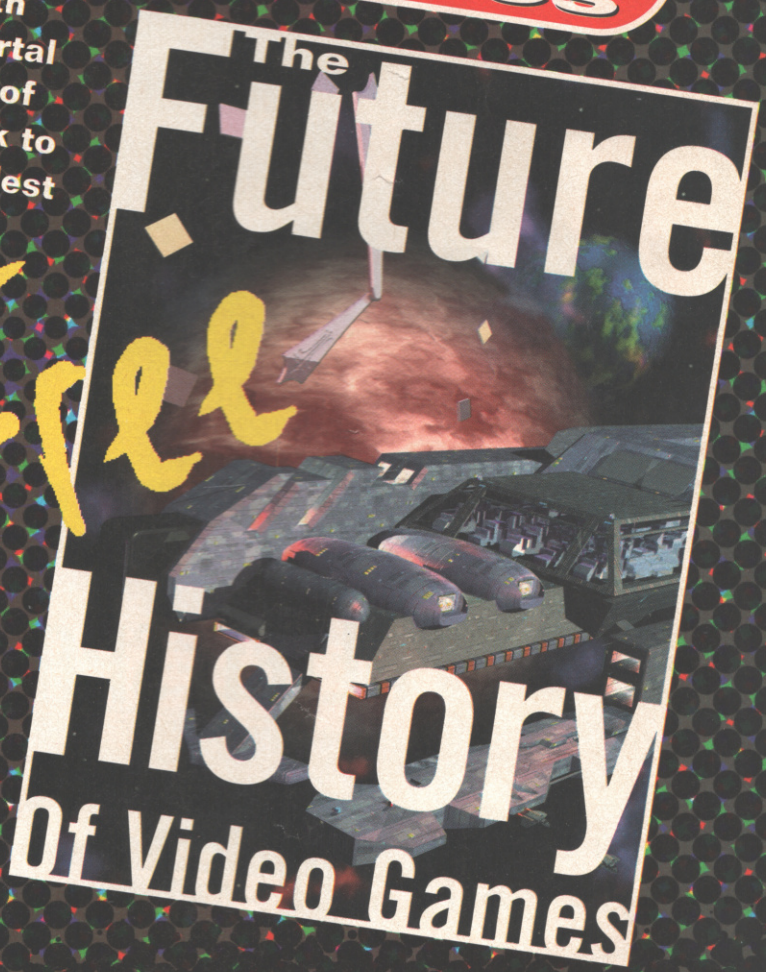

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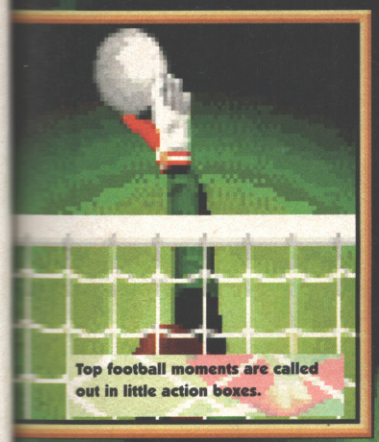
# PREMIER MANAGER 3

**Runs on:** A1200
**Publisher:** Gremlin
**Price:** £26
**Release:** Out now

## First there was the 'Charlton Athletic Nil' joke.


Top football moments are called out in little action boxes.

The idea of *Premier Manager* 3 is to start off as the manager of a Vauxhall Conference side and, through your tactical wizardry and financial acumen rise to the giddy heights of the Premier League and European glory. But you can ignore all that if you want and stay in the Conference league. The choice is yours.

Assuming that you choose to aim for the top, the method of your ascendency is entirely your own domain. Do you aim for the top à la Dave Beasant and Wimbledon, sticking with the one team all the way? Or do you cynically switch clubs to gain the slightest advantage, leaving broken-hearted fans in a trail of weeping bodies behind you? Only you, the public, can decide.

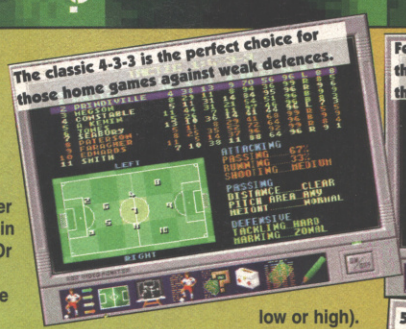
**"Ascendency is entirely your own domain"**

## PUSH UP FROM THE BACK LADS!

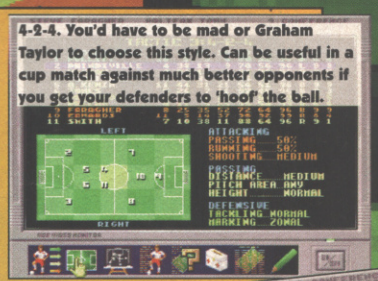
Every player can be given individual instructions. The first and most obvious is a positional one. The pitch is divided into 12 squares and you can define where each player will be when the ball is in any particular square. Or at least, the position they'll try to reach to the best of their ability. Anything too clever early on in your team's career will only leave you with players out of position.

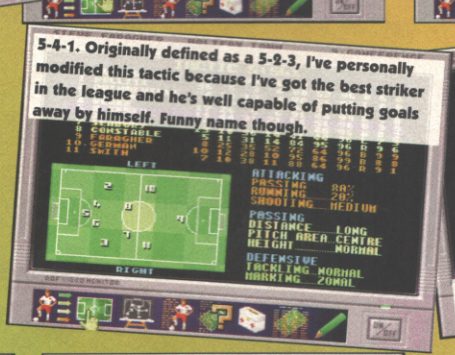
You also control each player's passing, running and shooting using a percentage system. For example, you might want a competent passer to pass 80% of the time he has the ball, running with it only 20% of the time. In addition, you can set the distance from which a player will take a shot (short, medium or long), the kind of pass the player will attempt to make (clear, long, medium or short), the area of the pitch they will aim for (any, left, right or centre) and the height of the pass (normal, low or high).

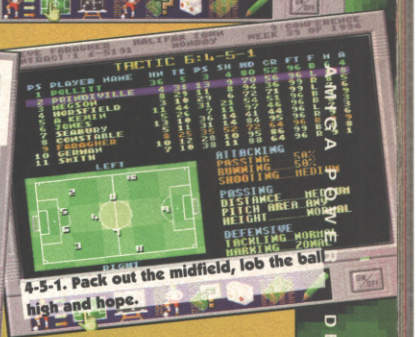
With all these options you can have an incredible level of control over your team. The downside to all this is that it can take a long time to set up your perfect squad. Equally, any substitution you make can involve long periods of positional tweaking as you integrate the sub into the team, perhaps even changing your basic tactics. Which look like this.

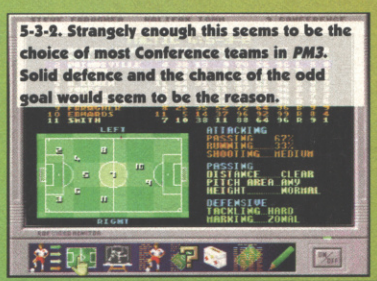

The classic 4-3-3 is the perfect choice for those home games against weak defences.

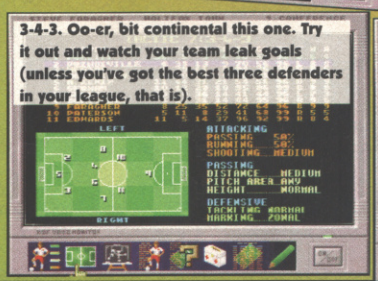
Feeling a tiny bit more cautious? The 4-4-2 is the all-rounder's choice. Solid defence, but the chance of a few goals too.

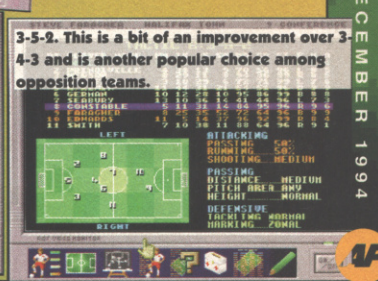

4-2-4. You'd have to be mad or Graham Taylor to choose this style. Can be useful in a cup match against much better opponents if you get your defenders to 'hoof' the ball.


5-4-1. Originally defined as a 5-2-3, I've personally modified this tactic because I've got the best striker in the league and he's well capable of putting goals away by himself. Funny name though.

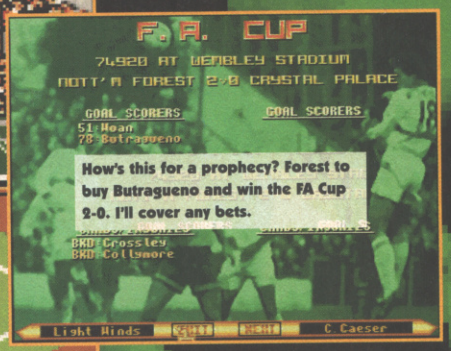

4-5-1. Pack out the midfield, lob the ball high and hope.

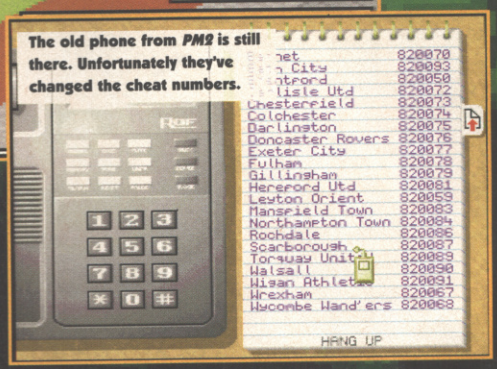

5-3-2. Strangely enough this seems to be the choice of most Conference teams in *PM3*. Solid defence and the chance of the odd goal would seem to be the reason.


3-4-3. Oo-er, bit continental this one. Try it out and watch your team leak goals (unless you've got the best three defenders in your league, that is).


3-5-2. This is a bit of an improvement over 3-4-3 and is another popular choice among opposition teams.

Sadly you end up watching the match like this, with the players turned off, so that you don't suffer eye strain.




can decide. And decide you must.

*PM3* is a football management fan's football management game. It has all the classic elements you can think of; lots of stats, in-depth match reports, youth team management, sponsorship deals, director's cash hand-outs, tactical decision-making and lots more stats. It plays the same way as a hundred games that have gone before it (most notably of course, *Premier Manager* and *Premier Manager 2)* and, having drawn on that huge wealth of experience, it does it very well. Very, very well indeed.

If you've enjoyed playing football management games before then go out and buy this one. I know that sounds like the classic reviewer's cop-out *(Damn your eyes. – Cop-Out Ed)* but in this case it's true.

**"Done for and sliding back"**

*PM3*'s got every element that you've seen before and they're put together seamlessly. You can lose yourself in this game for days. The only thing it doesn't have is a big new idea to make it a groundbreaking game in its own right. And there are a few rather niggly problems that stop it from being a clear 90 percenter.

First, it's a bit too hard. Starting you in the Conference means that you are competing for only one place at the top of the table for promotion. This means that right at the beginning of your playing career, you have to have a perfect season before you're promoted. This means that the game is *most* difficult when you're new to it. The way it gets easier as you go along isn't quite fair: it's not because you improve but because there are just more opportunities to make money once you're out of the Conference. The game shouldn't be this hard. The manual makes the unforgivable error of suggesting that you save the game before major matches so that you can reassess your tactics if you lose. They mean for you to play difficult games again and again until you win them. Or cheat, to be more precise.

## FUNNY OLD STEVE

Secondly, you have no opportunity to view the opposition before you get on the pitch with them, except for a fairly useless display telling you the relative strengths of their goalie, defence, midfield and attack. Fair enough, in real life teams are often coming out with surprising formations to try to outfox an opponent, but in *PM3* you have no idea of the style they might normally use. Nor do you know the relative abilities of individuals in the opposition team, which players are tall and good headers for example, which makes the man-to-man marking option almost useless.

Finally the tactical options (see box) are over-stressed. The manual again suggests that you change formation every match to try to counter opponents' strengths and weaknesses, but constantly fiddling with every player's individual tactics can wear you down. As soon as it gets too dull and you decide you can't be bothered changing your winning combination *again*, you're done for and sliding back down the table.

Once you've seen *Sensible World Of Soccer* the problem with *PM3*'s tactics becomes more obvious. While *SWOS* actually has more options tactically and it's no easier to set up your own formations, it does have one spectacular advantage. *SWOS* doesn't require you to change succesful tactics every game.

You can never relax your concentration with *PM3*, which is going to annoy anyone who hasn't the time or fanatical inclination to play it religiously.

*PM3* is the most comprehensive football management simulation on the Amiga. On the other hand, while the *Championship Manager* range has fewer tactical options it does, in its favour, have a more usable interface and a better 'feel' for football.

As is ably pointed out on our letters page this month, though, all these games still suffer from the over-proliferation of numbers to describe players in preference to more atmospheric characterisations. *PM3* is a great game that's fun to play, but there's still sadly nothing very original about it.

● *STEVE FARAGHER*

**UPPERS** All the options you could want...

**DOWNERS** ...plus a few more that you couldn't.

**THE BOTTOM LINE**

Excellent game with minimal disk-swapping. It will eat your life if you give it the chance.

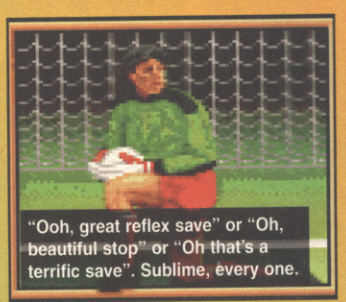
**83 PERCENT**

**THE BOTTOM LINE**

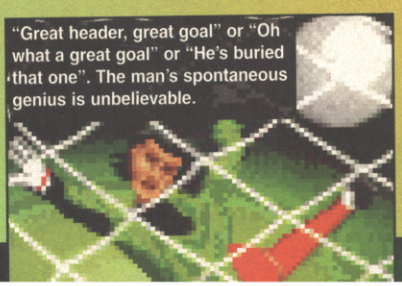
**A500** We haven't seen the A500 version yet (the times they are a-changing) but we reckon it'll be just the same.

## EVERY GAME NEEDS A GOOD MOTTO

*Premier Manager 3* 'stars' the voice of TV's Famous John Motson. 'Motto', as both friends and fans know him, is the BBC's 'voice of football' and has commentated on every important match in the last ten years. Except! This year in the USA he was inexplicably dropped for the World Cup Final, leaving many to speculate that his golden-larynxed period was over. But! He has now bounced back with this incredible set of poorly-recorded samples that highlight the action in what will surely be one of the big Christmas sellers on the Amiga. His career is safe. Here, for your enjoyment, are just some of the classic *("Fatuous", surely? – Ed)* oneliners we are treated to in *Premier Manager 3*.

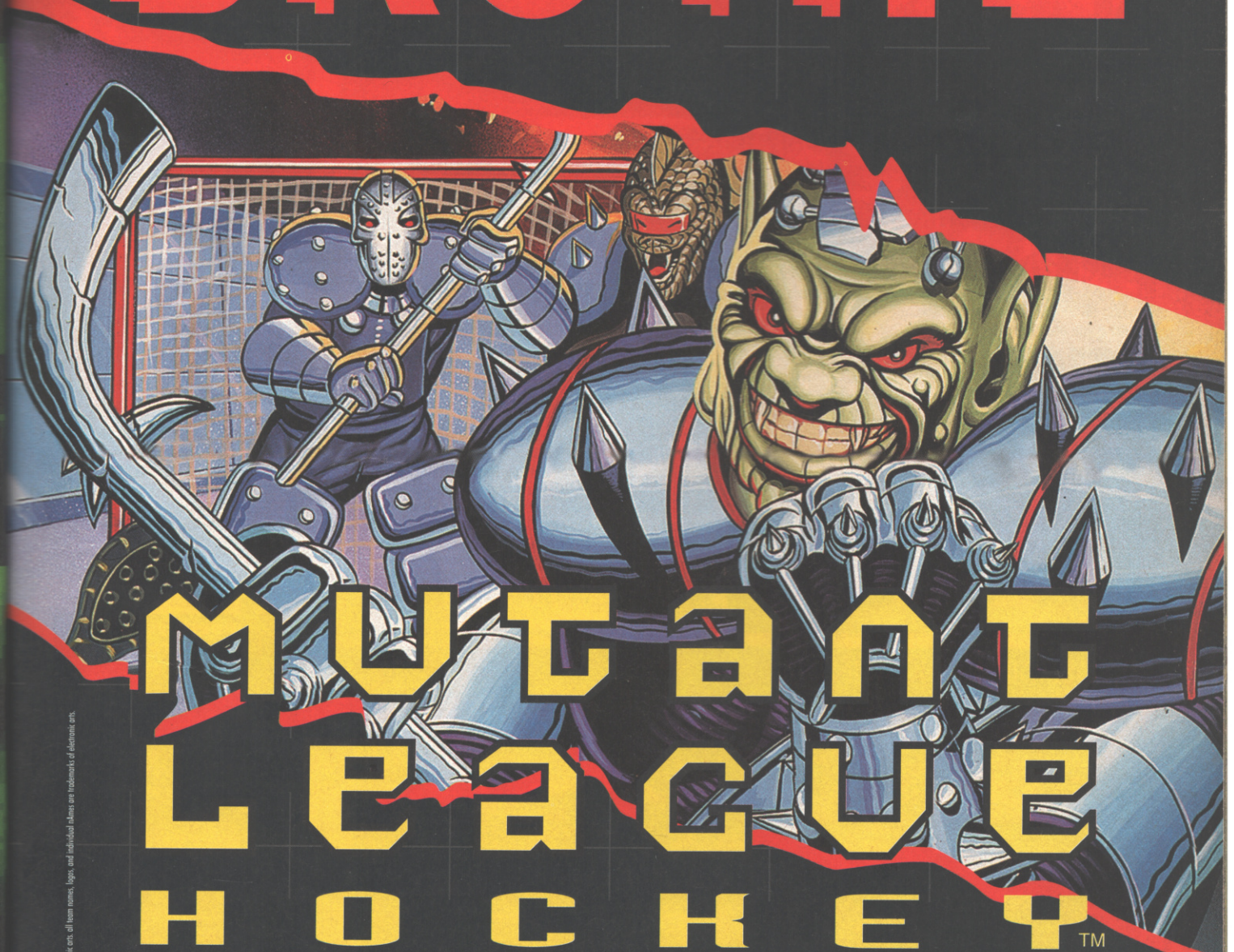


"Ooh, great reflex save" or "Oh, beautiful stop" or "Oh that's a terrific save". Sublime, every one.



"Great header, great goal" or "Oh what a great goal" or "He's buried that one". The man's spontaneous genius is unbelievable.

# BRUTAL



# Mutant League HOCKEY™

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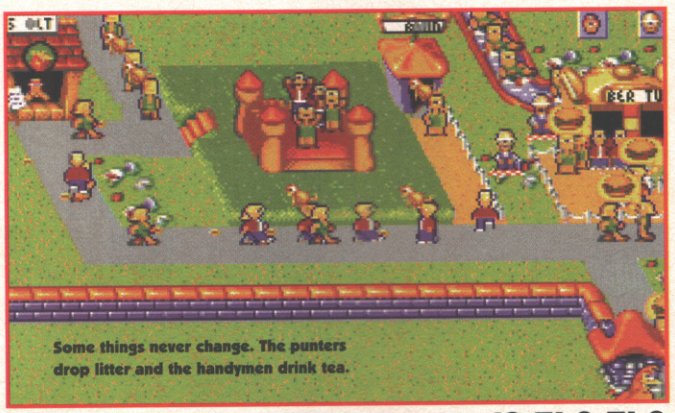
# THEME PARK

## Or, more precisely, Theme Park A500. But is it only five-twelfths as good? Eh? Eh?

**Game:** Theme Park
**Runs on:** A500, A600
**Publisher:** Electronic Arts
**Author:** Bullfrog
**Price:** £35
**Release:** Out now

New readers to AMIGA POWER will no doubt be baffled to find a humble single page near the back of the reviews section devoted to such a glamorous and much-awaited game as *Theme Park*. Well, dear readers (and you are dear to us, we love each and every one of you. Sort of) it's because we raved about the A1200 version back in AP42, and very nice it was too. It got 91% and everything, and we promised to tell you about the A500 version the moment we got it in. Hence this page.

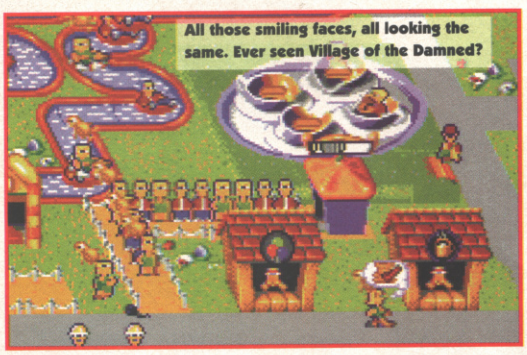


Some things never change. The punters drop litter and the handymen drink tea.

### SPACE THEME

Standard Amiga owners who were dazzled by the wondrousness of the A1200 game and then sickened to the core by bilious jealousy of all A1200 owners will be glad to know that the A500 version remains as fun to play and fine to look at as its posher big brother. Yeah, okay, corners have been cut and bits taken out, but unless you've actually played the A1200 version a lot, you're going to have a hard time finding fault with this one.

Remember the flashy rendered intro to the A1200 version? Of course you don't, because we didn't use any pictures of it in the review or take up any space talking about it. With a game as complex and involved as *Theme Park*, why should we have wasted space talking about an intro that's very nice and all, but that you're only going to watch a few times before heading straight for the game? Anyway, it's not in this version, and it's no great loss. Although it was good. Especially the bits with the dog in.



All those smiling faces, all looking the same. Ever seen Village of the Damned?

### PARK, MORE LIKE

The A1200 version had a lullingly hypnotic sound loop of happy crowds and fairground ambience that started to pop up in my dreams after a few days, and that's not in this version either. Neither's the electric sign over the gates that scrolls the name of your park, or the white paving slabs at the sides of the path. The coffee shops and ice-cream franchises are no longer in huge fibreglass cups or cones, and all the small stands are in generic wooden huts with little signs on the front. Only the Chicken Men survive as entertainers (with the Sinister Teddy Men reduced to lurking elsewhere) and if you scan the crowds, you'll notice that there aren't as many different faces.

Why this list of little changes? What point am I trying to make? Well, the whole game's full of compromises to the graphics, running speed or memory of the standard Amiga, but by making these changes Bullfrog haven't compromised the game itself. I'm sure it would have been much easier to take out entire sections of the game, but you can still play it at varying levels of complexity, plan your park, manage your staff levels and invest in development for rides, facilities and forthcoming attractions. There's still the same number of countries to set your park in, still the same number of order and management screens and, although the financial matters have been simplified a little, there's still the same 'tool of the devil' sponsorship deal with a major high street bank.

I was worried that this version might chug along so slowly as to render the game unplayable, but it's fine, although it does drag its heels a little as your parks get bigger. And as it comes on just two disks, rather than the 1200 version's four, there isn't even the problem of needing to play it from a hard drive, as there's little disk swapping. None if you've got a second drive, of course.

All in all, it's a huge thumbs up for Bullfrog. There are fewer shops and fewer rides, but that's a small price to pay for such a great game. Seeing as the alternative was no A500 version at all, it's a fine compromise.

So run out and buy it today. No, drop this magazine right this second and run out and buy it, not because the review's convinced you (because, let's face it, if you didn't read the review in AP42, you won't have a clue what the game's about) but because I say so. And I'm unusually big and enjoy reading about attack helicopters. Oh yes.

● *CAM WINSTANLEY*

### THOSE DIFFERENCES IN FULL...

On the left is the A500 version, on the right the A1200. The entrance is obviously not as flash as it was, and neither are the stands, which now all look like sheds with signs outside them. There are fewer types of visitors too, so you just get boys and girls in the A500 version. Oh, and the paths don't have dinky white borders around them either. Disaster.

**UPPERS** It's *Theme Park*, one of the best three games of the year.

**DOWNERS** It's not got quite as many features as the A1200 version. But unless you've got a smug, A1200-owning friend, where's the danger in that? You won't miss what you've never had.

### THE BOTTOM LINE

In my view the best, most enjoyable sim game so far. The fun rides combine brilliantly with the hard-nosed business side, and the joys of alternatively helping and then torturing little people in a god-like manner have to be played out to be believed.

**91** PERCENT

# PREMIER MANAGER 3

# This game is not a matter of life & death...

# ...it's much more important than that...

**Premier Manager 3 is the definitive football management game, and the climax to the most successful management simulation series in football history.**

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Gremlin

# SENSIBLE OF SO

***And the clouds parted, and a choir came forth and sang: "First there was Sensible Soccer. And now there is..."***

**Runs on:** A500, A600, A1200
**Publisher:** Renegade
**Authors:** Sensible
**Price:** £30
**Release:** 6th December

Swimming always troubled me. Up till the age of eight I couldn't do it at all, and every afternoon had to flounder about in the shallow end with children much younger than me, and the chlorine stinging my eyes. I tried to do it, I really did, and did just what it said on the posters around the walls. But while everyone else floated, I just seemed to sink. My arm bands were getting tighter every year, and my nose-clip had long since stopped preventing the icy water from filling my nostrils. And afterwards, when the rest of the class had gone home, I'd sit in the changing rooms and weep, the tears flowing down my legs and trickling into the drain in the floor.

Until finally, one day, at the age of eleven, I managed it. I had to hold on to the side a bit while the teacher wasn't looking, and afterwards be pulled from the water exhausted, but I finally managed to swim from one end of the pool to the other. Now I swim 50 lengths before breakfast every morning, but the day I lined up in front of the whole school, oblivious to the way I towered above the children next to me, and received my one length swimming certificate from the headmaster was one of the proudest of my life.

And this is the other one.

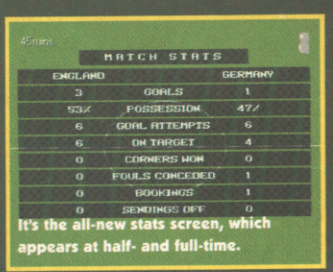
## GREEN

I stand before you today, noble readers of AMIGA POWER, holding a copy of *Sensible World of Soccer*, the greatest computer game ever created. It is, basically, *Sensible Soccer* – which still reigns supreme at the tops of both the AMIGA POWER All-Time Top 100 and the AMIGA POWER Readers' All-Time Top 100 – only with a whole load of management options that open up whole new vistas of potential. (Er, am I rising to the occasion okay here?)

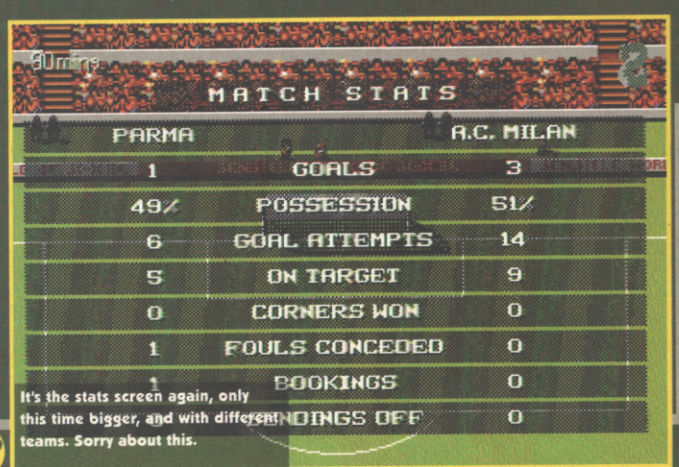
Now, we've written far too many reviews of *Sensible Soccer* to go through it all again from the beginning. So if you're in need of a recap, the original review in AP15 wasn't too bad, if a little short, and there was a one-page review of *Sensible Soccer 92/93* in AP21 which'll bring you up to date on the current state of play. Oh, except for *International Sensible Soccer*, but we didn't bother doing a review of that because they'd just put a referee in and that was about it.

**"POWER All-Time Top 100 and the AMIGA"**

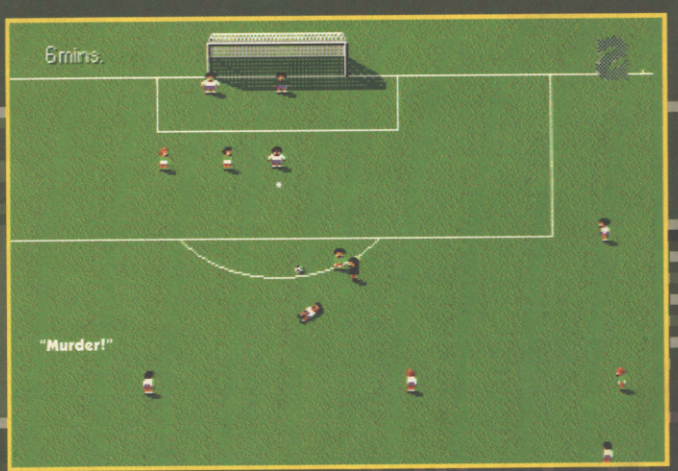
So, think of *International Sensible Soccer*, except with a small rotating 'S' and the time at the top of the screen (if you're playing on a 1200), a stadium around the edges of the pitch (which actually improves the atmosphere immensely), a stats-screen after each match with details of possession and so on, the players each having individual strengths and weaknesses (more of which later), the tactics altering the way the game feels slightly (more of that later too), and there being a bit more control over tackles and headers (in fact, there's more on all this later), and that's the football-



It's the all-new stats screen, which appears at half- and full-time.



It's the stats screen again, only this time bigger, and with different teams. Sorry about this.



# WORLD SOCCER

It's your bank statement, tragically buried under the 'RLD' of the heading.

It's the Colombian

playing side of *SWOS*. It's still great, and by a long way the best football game on the Amiga.

Then – and this is the biggie – there's all the management stuff which has been heaped on top.

Regular readers may realise that I'm not the most avid devourer of football management games. So I've enlisted the help of Paul and Steve, who relish football management games and who, through me, will explain how *SWOS* fits in to the general football management scheme of things. Is it just an ordinary football game tarted up a bit with a rather more extensive-than-usual set of front-end menus? Or is it, by neatly straddling the management and arcade football genres, about to turn the games world on its head, devastating entire continents with rivers of molten lava as it crushes the likes of *Premier Manager 3* and *Tactical Manager* with one hand and *Football Glory* and *Goal* with the other?

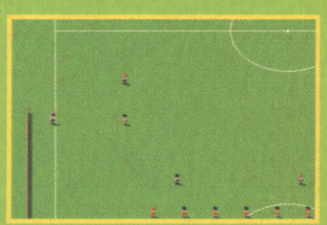
Well... that might be going a bit far. *SWOS* has lots of management-style options, but it doesn't quite go in to the detail of a dedicated football management game. It doesn't have the financial jiggery-pokery of something like *Tactical Manager* – you don't get the opportunity to count up gate receipts, or improve

It's a free kick about to be taken.

## FUN WITH FORMATIONS

### 1. PLAYING SAFE

The plan: Every time the ball enters our half, 'the lads' all dash back and form a defensive wall across the goal.



In practice: Hmm. An nice idea in theory, but the wall seems suspiciously easy for the other team to penetrate.

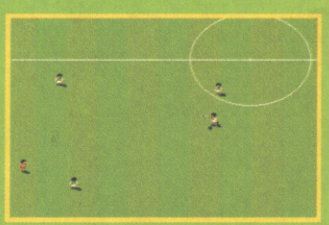
### 2. THE SCRUM

The plan: Wherever the ball goes, 'the boys' will all crowd round it so the other team can't get near.

In practice: All well and good until the ball gets knocked outside the group, whereupon the other team leap on it and scurry off towards the goal.

### 3. NOT MY DEPARTMENT, GUV

The plan: As soon as the whistle blows, 'the lads' will run away off the pitch as quickly as possible.



In practice: The opposition rapidly score several goals in succession, and the goalie tenders his resignation.

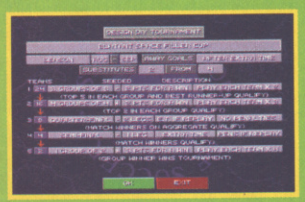
### 4. FORMATION UNDERPANTS

The plan: 'The lads' will maintain tight formation in the shape of a pair of underpants. Can't fail.

In pratice: Confused and demoralised, the oppostion concede defeat. (No idea what this picture's doing here.)

## DIY COMPETITIONS

**As well as customising players and teams, *SWOS* lets you set up leagues, cups and tournaments in any way you like. For example:**



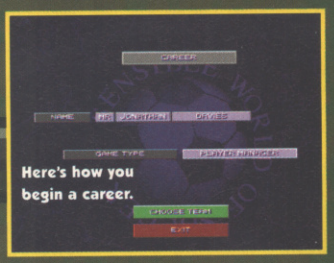
**Here we've set up a cup featuring 24 top Asian teams. All the matches are to be completed to a punishing schedule within four weeks.**

**In the first round they're divided into three groups of eight teams. Within each group, each team plays every other twice, just to make sure.**

**16 teams then go on to the second round, where they're divided into four groups and play each other three times for an especially decisive result.**

**Then it's on to the quarter finals.**

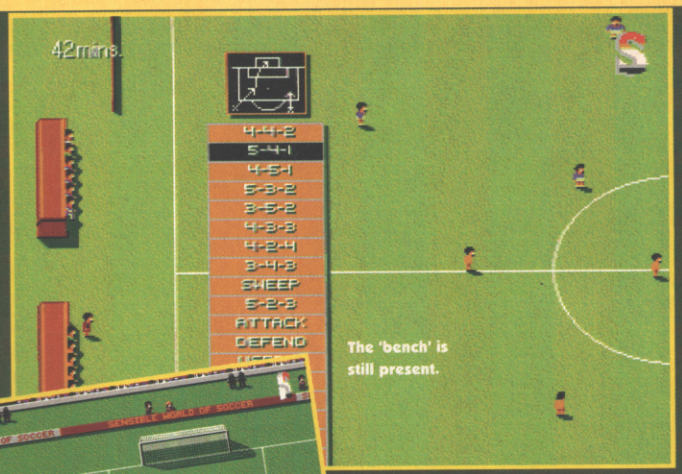
**And the semi-finals. We've specified penalties in the event of a replay, although the possibility of this is remote given that matches include extra time. And finally the, er, final. In this, the two teams clash a gruelling four times before a winner is decided.**



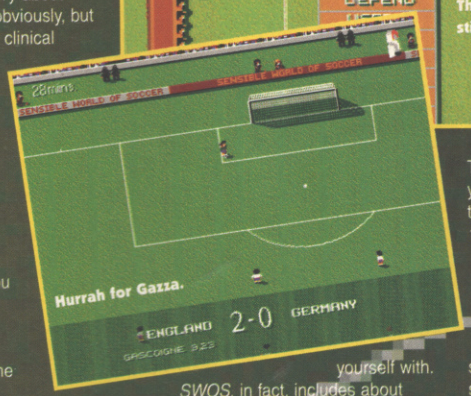
**Here's how you begin a career.**

your stadium. You have to worry about major stuff like transfer fees, obviously, but even then it's done in a rather clinical manner, with little opportunity of picking up a bargain through careful bartering. And there's none of the human element that makes *On The Ball World Cup Edition* so successful, with its eschewing of stats in favour of players' girlfriends and your own home life.

Instead, *SWOS* gives you an extraordinarily detailed, intense level of control over match tactics. More so, even, than in *Premier Manager 3*, the virtues of which Steve was extolling a few pages ago. For example, as well as instructing an individual player to move out of position when the ball moves to certain areas of the pitch (12 areas in PM3, 35 in *SWOS*), you can go on to specify the direction in which he should run if the ball is then kicked from that spot to another. So you could have overlapping full backs in a 4-4-2 who would run round a midfield winger with the ball and provide him with another passing option, just as in real life. (The only thing you won't be able to do is engineer an off-side trap – Sensible have always excluded the off-side rule from their games, disapproving of it on the grounds that it's a bit silly.)




**The 'bench' is still present.**




## GRASS

In a way, by looking at options available in *SWOS*, you can begin to understand why *Sensi* was such a good game to begin with. All this stuff has always been intrinsic to the way *Sensi* players behave, explaining why the game feels so much like real football. It's just that now you have the chance to fine-tune it all for yourself, and watch the results in action.

And then you've got a simply staggering array of teams to amuse yourself with.

*SWOS*, in fact, includes about 1,500 teams from all around the world, encompassing over 26,000 players, and Sensible have typed in the stats for every single one of them. And they tell us everything was up to date as of approximately 15 minutes before the game went of to be duplicated – even for the really obscure foreign teams.

All the teams are arranged into their own cups and leagues – 146 in all, ranging from the FC Cup to the Taiwanese Premier League. And, of course, you have the option to customise the teams in any way you see fit, and devise your own competitions. Phew.

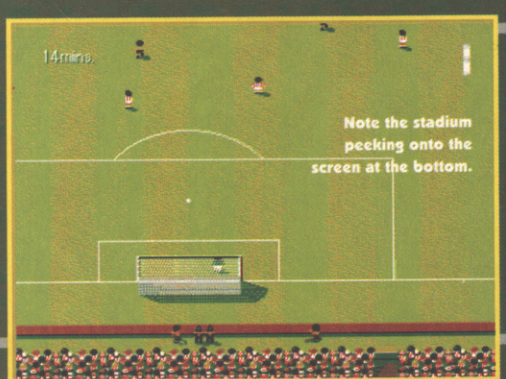
The first thing *Sensi* veterans will probably notice once they've ploughed through all the menus and got a match started is that the players don't respond to the ball as readily as they used to.

There's nothing wrong here – it's because you really need to play around with the tactics editor before your players will start to move about properly (at least, we think so, although Sensible claim you shouldn't notice any difference) – but it does make the game a little less accessible.

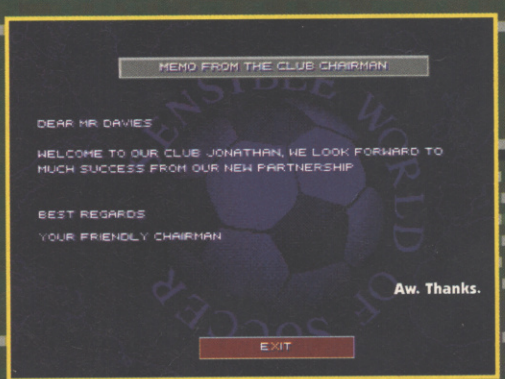
You'll appreciate the time being on the screen all the time, and possibly be slightly irritated by the spinning 'S'. The stadium's good, as are the new crowd chants, which vary depending on where in the world you're playing. I can't honestly say I noticed the new way that tackles and headers work until it was pointed out to me (now, if you tap the fire button lightly as you go in for a tackle or header, you can nudge the ball gently rather than booting it for miles), but the facility's there if you want it.

But now, as you're playing, you can think: "Hmm. I could do with my defenders

**A cracking view of the stadium, here.**

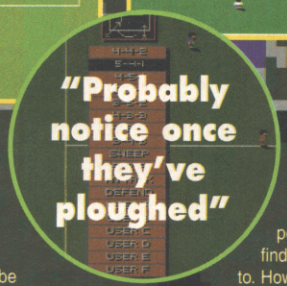



**Note the stadium peeking onto the screen at the bottom.**




**Aw. Thanks.**

Note the user-defined tactics slots down at the bottom right.




coming forward a bit more when the ball's up the other end." And then you can actually go into the tactics editor and sort it out. This is undoubtedly A Good Thing.

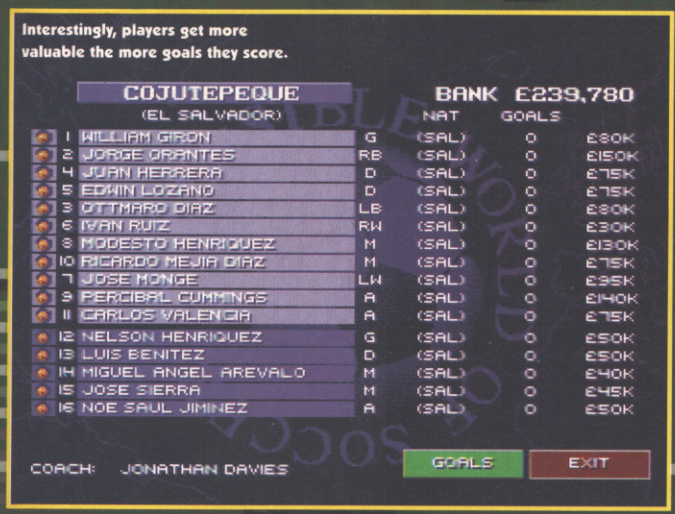
Alternatively, you might be approaching *SWOS* as a seasoned football management games player. And you might be a bit sceptical about the omission of stuff like gate receipts and stadium improvements.

Our Steve, for example, is a committed *On The Ball* fan, precisely because it goes into so much detail about all that kind of thing. He enjoys keeping tabs on his players' love lives (in a strictly professional sense) and getting home to find his wife's left him because he's been spending so much time at work. He also likes all the badly-drawn pictures of men in sheepskin coats. Steve is the sort of person *SWOS* will find it hardest to appeal to. However, Steve thinks *SWOS* is the greatest game he's ever played.

Paul, on the other hand, plays *Championship Manager '93*. He laps up its reams of facts and figures, and doesn't miss the plot stuff or silly pictures one bit. Paul also thinks *SWOS* is the greatest game he's every played. Although it helps, of course, that he also likes *Sensible Soccer* a lot.

The brilliant thing about *SWOS* if you're playing it from a manager's point of

Interestingly, players get more valuable the more goals they score.




## TACTICS

The ability to change the formation of players, and to specifiy exactly where all the players should be when the ball is in each area of the pitch, isn't new. But what *Sensi* does is make it work. It divides the pitch into 35 areas, and not only lets you define where each player should run to when the ball moves into each one, but which way they should run if the ball then moves from that spot. It sounds rather complicated and, indeed, it is, but *SWOS* provides plenty of editing tools to make the process easier. In fact, here's an example that Paul's put together.

Step 1: "First I picked a 4-3-3 formation. A nice, simple playing formation."

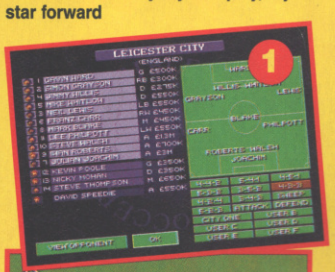
Step 2: "After playing for a while I noticed that for my style of play, my star forward (number 7) wasn't running into space when I put the ball through the midfield to number 10."

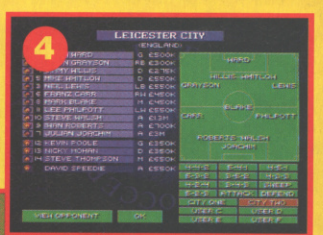
Step 3: "So into the Tactics Editor we go, and I move the ball on the pitch to approximately where it was in the game when the, ahem, mistake occurred. Right, now I move player 7 up and over a bit, move player 10 down a bit towards me, so he can run onto the ball, and then I save the formation."

Step 4: "Next game, I select my new formation, and get to work."

Step 5: "I deliberately spend a lot of time trying to get the ball into the right position. To see if my formation works. And it does. And, again, here's a screenshot to prove it."

Using the tactics editor you can move defenders up slightly to annoy attackers, move midfielders around to give coverage on forward runs, or even go for the counter attack from a corner with a lone man up front. "It truly is a brilliantly executed concept," says Paul, "and the best example of tailoring a football game to your own ideas that I've ever seen."





# WRITE A FOOTBALL CHANT!

**And win one of five limited edition *Sensible World Of Soccer* football shirts and a copy of *SWOS* signed by those wacky Sensible boys!**

**WIN!**

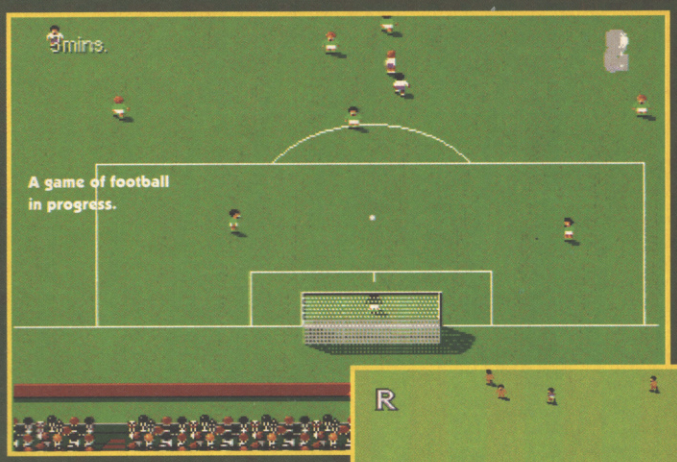
The release of the greatest Amiga game of all time seemed too monumental an occasion to pass by without some sort of celebratory distribution of prizes. So that's what we intend to do. Renegade are producing a strictly-limited number of special *SWOS* football shirts, and we've secured five for our charming readers. And! Each prize-winner will also win a copy of *Sensible World Of Soccer* signed by Jops, Jools, Stuart and all the rest of that lovable bunch.

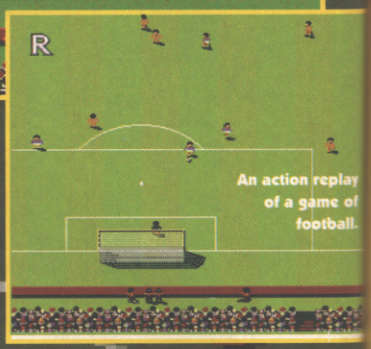
## WHAT YOU MUST DO

Clearly great prizes, so you must earn them by demonstrating your enthusiam for football. More specifically, we want you to write and perform a brand-new football chant, to be sung in support of the AMIGA POWER dream football team listed below. You might want to do something along the lines of "Oh, when the Saints, oh when the Saints...", in honour of the team generally, or you might want to single out one of the players for individual praise as with "Ooh! Ah! Cantona." Whatever, get some of your chums to help with the singing, and then send your chant on a cassette to: A Sensible Name For A Sensible Competition Competition, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW, to arrive by 31st December, 1994. And do wrap it securely.

## THE RULES

**1. Employees of Sensible Software, Renegade and Future Publishing are prohibited from entering.**
**2. Entries must arrive on or before 31st December, 1994.**
**3. The decision of the editor is final.**




view is that, once you've picked your squad, sorted out their formation and fiddled about with all the tactics, you can then sit back and watch the results unfold before your eyes in the form of the best football game on the Amiga. It's stacks better than a textual match commentary, or even *Premier Manager 3*'s graphical display, the sole drawback being that you don't know what the players who aren't around the ball are up to because you can only see a small portion of the pitch on the screen. And you can interrupt the match to give the players new instructions based on the tactics you came up with before the match, and make sustitutions and everything. And, of course, if you're a player/manage you'll be able to join in the game as well.

The ultimate way of playing *SWOS* would be to follow through an entire career as a player/manager, which throws up some quite terrifying theoretical numbers. A career lasts 20 years, and if you're really good and get through to all the finals and everything, you can expect to play a maximum of about 70 games per season. At a minimum game-length of three minutes, plus a couple of minutes per game on the menus, that's a total playing time of, er, (3+2)x70x20 = 7000 minutes, or 117 hours, or nearly five days, playing day and night without even stopping to go to the toilet or anything. Blimey. Your career will be further enlivened by an achievement screen, which updates you on your progress, and the possibility of being offered an international management job if you do really well.

While there'll always be room for quirky rivals like *Empire Soccer* on the one hand, and *On The Ball* on the other, *Sensible World of Soccer* does, basically, destroy all its direct rivals in an explosion of apocalyptic dimensions, like that bit in Star Wars where the Death Star blows up Princess Leia's planet. No matter how many football games you've already bought, this is better than all of them.

**UPPERS** The latest version of *Sensible Soccer* built-in. A massive database of facts and figures. The most precise control over tactics imaginable. Seamless integration between the playing and management sides.

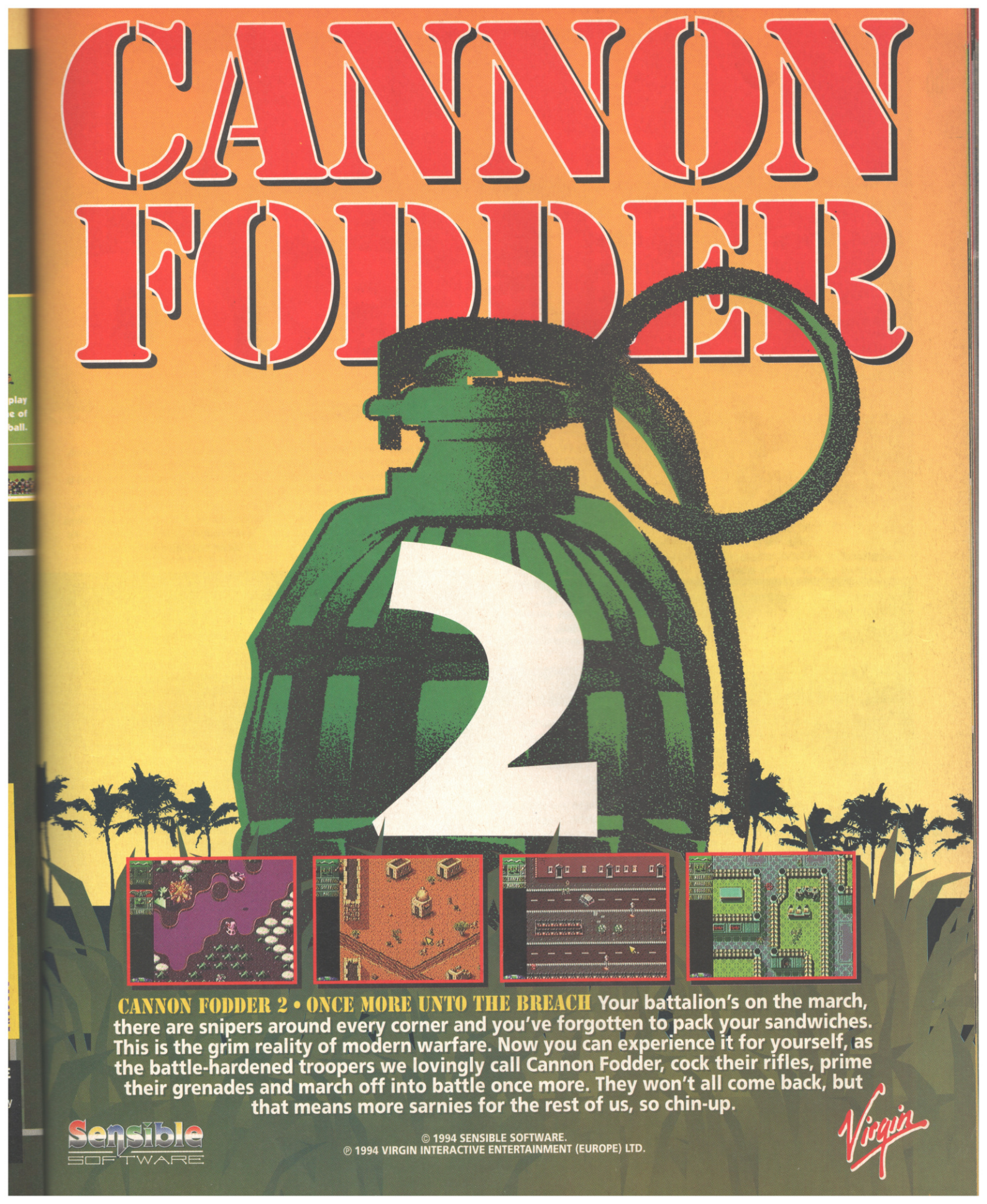
**DOWNERS** It hasn't got any of the plot stuff that Steve likes.

**THE BOTTOM LINE**
The best Amiga game ever.

**95 PERCENT**

**THE BOTTOM LINE**
**A1200** On a 1200 the time is displayed continuously in the corner of the screen, as is a small rotating 'S'. Gnash your teeth, 500-owners.

# CANNON FODDER












**CANNON FODDER 2 • ONCE MORE UNTO THE BREACH** Your battalion's on the march, there are snipers around every corner and you've forgotten to pack your sandwiches. This is the grim reality of modern warfare. Now you can experience it for yourself, as the battle-hardened troopers we lovingly call Cannon Fodder, cock their rifles, prime their grenades and march off into battle once more. They won't all come back, but that means more sarnies for the rest of us, so chin-up.

Sensible SOFTWARE

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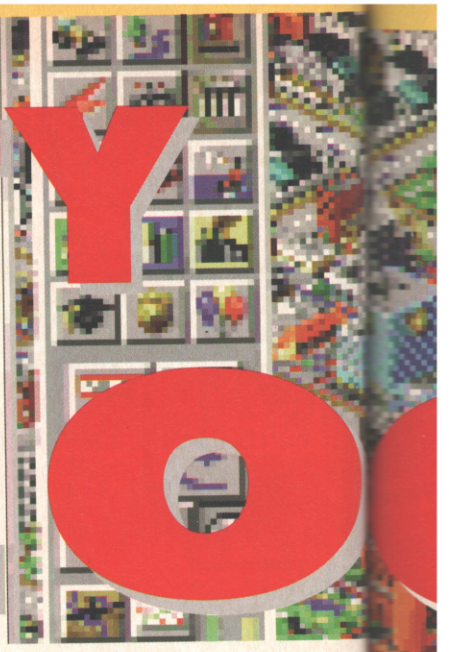
Virgin

# SIM CITY 2000



## Riots, taxes, arcologies, tube stations, pollution and drains. If only real life was this easy.

**Runs on:** A1200 (3Mb), A4000; hard disk required
**Publisher:** Maxis
**Price:** £40
**Release Date:** Out now

Boy, is this giving me a headache. I mean, I've played the original game and enjoyed it lots, but it's child's play compared to the new, improved and amazingly detailed *Sim City 2000*. But what have Maxis done to make one of the most imaginative, addictive, complex yet simple games even better? The answer is a devil of a lot.

The first, and probably most impressive, part of the new game is the graphics. While in the original make-your-own-city game they were okay and functional, in the year 2000 things are very different. The lovely isometric 3D viewpoint is much more pleasing to the eye, of course, but thanks to interlaced graphics with an increased level of detail you really do get the feeling that you're hovering about over your very own freshly-built city.

**"The answer is a devil of a lot"**

But hang on a minute. If the first game was all about building a city, what can a sequel add on top? The answer is, it doesn't – it adds on underneath instead. Yes, the level of detail and number of options has increased, but we'll get to that later. The biggest, most interesting new aspect of the game is the subterranean level. Although you won't be using it right away, eventually you'll need to lay a city-wide water system, and then when things really start to pick up, you might even want to build an underground rail system to ease traffic congestion and make it easier for residents to get to work.

### TOWERS

Once your mind has grasped the concept of the additions in *Sim City 2000*, you've then got to mess around with the menus. Thankfully, building up different zones (industrial, commercial and residential) is still the mainstay of the game, but now there are many more things to do, many more objects to place and more problems to work out. And just as you'd expect, it's all paced, calculated and worked out

## NOW WHERE'S THAT OPTION GONE?

**Original *Sim City* players, who dive straight into the game without reading the manual (or this review) are going to find a few problems almost straight away. The reason for this is that each of the icons that are shown in the toolbar hide little sub-menus. This means that if you click on the little lightning sign (top left underneath the bulldozer. See it? Good) you get the choice of power lines or power stations. If you then select power stations you can choose from all the power stations that are available to you at the time. Unlike the original *Sim City*, new options become available to you as time goes by and discoveries are made. Such is the advantage of advanced technology. Forward to the new millennium!**

## MELLERSTOWN IS MY KIND OF PLACE

But what if you're new to *Sim City* and the concept of the game? Well, here I'll show you what you can accomplish in just a few hours. I've called it Mellerstown, imaginatively enough, and this is how it grew from zero population to just over 8,000. You can try out some of my techniques. Or you can ignore them and come up with some ideas of your own. I won't be offended.

Step 1 – Right, the land is flat, there's a bit of water so let's start building. Just a small group of zones to start with, but note how the power plant is next to the industrial zone and the residential zone is not too far away for people to commute, but hopefully far enough away to avoid nasty pollution. I've also included a small railroad system to encourage people to get to and from work, cutting down on car travel. Take note of the simple, yet effective road system. It may seem excessive at the moment, but it'll come in handy later on.

Step 2 – A few years have passed and I've decided to concentrate on the right-hand side of the city for residential zones, with some light

I wanna go play football in that big stadium!

perfectly to give you all the creative satisfaction you could ever want.

I mean, anyone can build a small city with 2,000 people in it, but then what? Do you start another community at the other side of the level, near the sea maybe? Or do you carry on expanding to unknown heights and the dizzy levels of 10,000 people living under your control? The game itself is infinite, and will still be as intriguing a hundred years after you've started your city as it was in the early days. *(Steady on. – Ed)*

## SPIRES

And once you've started playing, you'll

## – LITERALLY

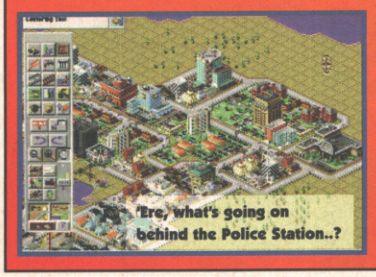
commercial bits thrown in as well. The Police Station, Fire Station and Hospital make the area safe and encourage people to move in. As you can see, the road system is expanding nicely as well.

Step 3 – They want more industry, and that's what they get. Expanding the already extensive industrial zone, I'm still staying away from the main residential areas. The other sections are all coming along nicely as well.

Step 4 – Everything is working perfectly, all the zones are filled and expanding. Demand is high for residential and industrial zones, and as soon as I've got some more of them, I'll need to have some more commercial zones as well. Now you have a go. It really is quite amazing what five or six hours sowing reaps.

## THINGS LOOK DIFFERENT THIS WAY ROUND

**So you've got your city built, and there are some impressive multi-storey buildings dotted around the place. But hold on, I can't see what's behind them. Maybe a section of road has collapsed, or perhaps there's a dodgy power line. What do I do now? Simple, you just use the rotate icon to move the view around, either clockwise or counter-clockwise that's what. Here, have a look what I mean.**



soon find there's no way you can stop. *Theme Park* is an excellent example of a game that's accessible to start off with, but has more things to unearth as you go along. *Sim City 2000* is exactly the same.

**"Lay a city-wide water system"**

### STEEPLE

As you can see from my little demonstration (Mellerstown), you can get a city started within a few hours (all mine took was one intensive afternoon in front of the monitor), deal successfully with all the problems you encounter, and then make your own problems by creating more cities. Problems are always solvable, so you never get frustrated or annoyed. You just have to tax your brain, spend some money and create something.

And thanks to the sheer number of new options, creating something is easy. But instead of simply giving you a list of all the new features, I've explained a couple of the best ones in a little box on these pages.

Everything you'll ever need is in there, somewhere – you just need to find it. As a rule I don't normally enjoy very complex games, and I try to steer away from conquest or god games. But like *Theme Park, Sim City 2000* had me trapped in front of the screen for days, completely enthralled.

### CHIMNEY

It's a shame then, that the Amiga version of *Sim City 2000* has one major problem: speed. Or, rather, an absence of it. Even on our A1200 with 8Mb of Fast RAM and a hard disk, the game was painfully slow, sometimes taking a couple of seconds to respond to a mouse click, and the scrolling is terribly sluggish. But as the game is slow-paced and requires patience anyway, I didn't find it too much of a distraction. (Steve did, though.) Maxis recommend you play the game on an A4000, but it's hard to imagine many of our readers owning one of those.

Another gripe is the price. Although £40 relates well to console games and this is better than the majority of those, it's still enormously high for a disk based game and hard to justify. I won't mark it down because of that (it's got nothing to with the quality of the game), but I thought it needed saying. *(It did. – Ed)*

*Sim City 2000* has been well received on the PC and Mac and even though the Amiga is clearly struggling to cope with its complexities, I suspect this will be one of those games that just keeps getting played over, and over, and over again.

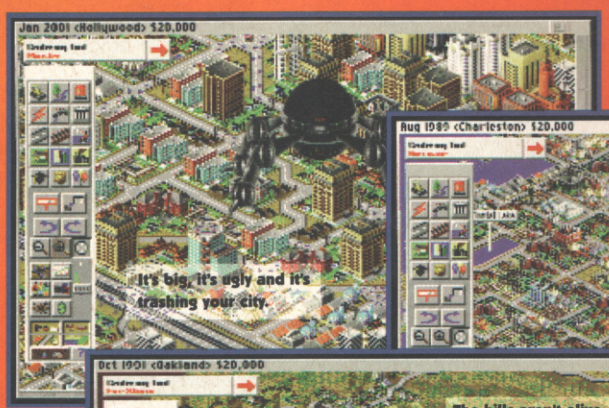
● ***PAUL MELLERICK***

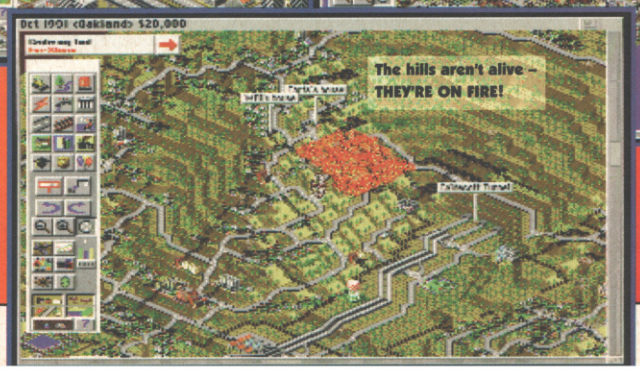
## DON'T LIKE THE VIEW? CHANGE IT!

**A whole new section to the game is the Terrain Editor. From here you can alter the way a level looks, down to the smallest detail. Mainly though, you can create hills, rivers, streams, forests... anything you like really. And then once you've done that you can build your city on top of it.**

## SOME HAIR-RAISING STOREYS

**If you get bored of your own city and have explored the possibilities of the ones supplied with the game, try your hand at the different scenarios. This is the only part of the game with a specific goal to complete. Read the synopsis, select the scenario and then complete the task. Ranging from hard to nearly impossible, the scenarios are a real test of *Sim City* skill.**






**UPPERS** Too many to mention. All the new options are ace, the graphics are truly fabulous and any *Sim City* fanatic is going to flip over this super-deluxe version.

**DOWNERS** The interlaced graphics are distractingly flickery if you haven't got a monitor designed to cope with them. And it runs terribly slowly, even on a 1200.

### THE BOTTOM LINE

A huge advance over the original without losing the essential simplicity which made it so good. Slow-moving, yet somehow still amazingly addictive.

**85** PERCENT

### THE BOTTOM LINE

A500

It's just not going to happen. Like never. But all is not lost. *Theme Park*'s out on the A500 and it's great (see page 58).

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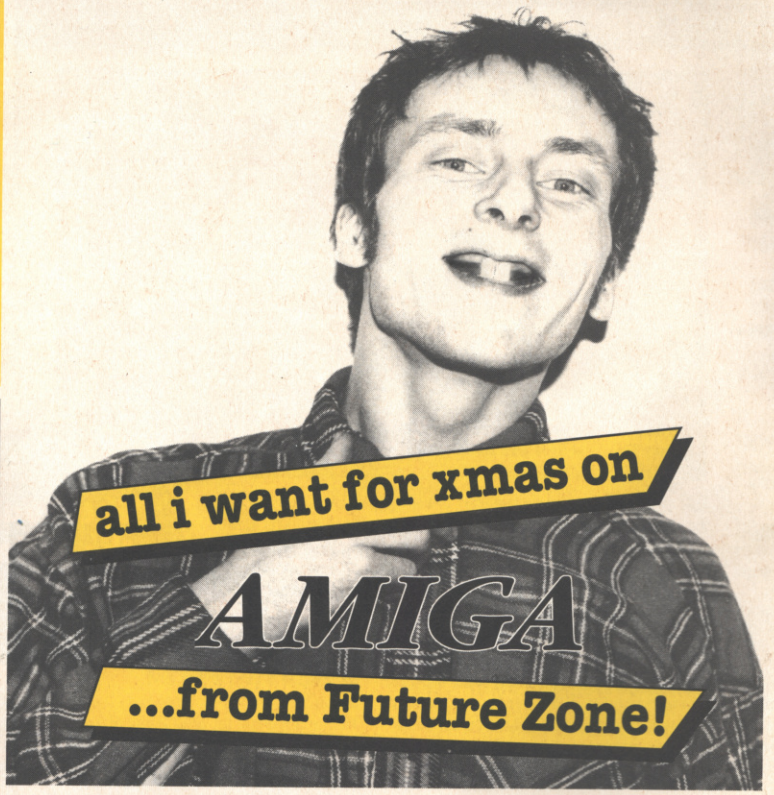
A1200 £34.99



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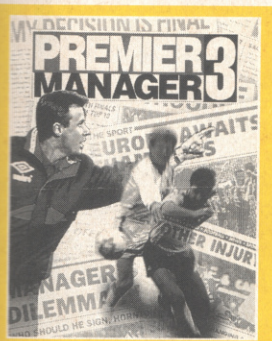


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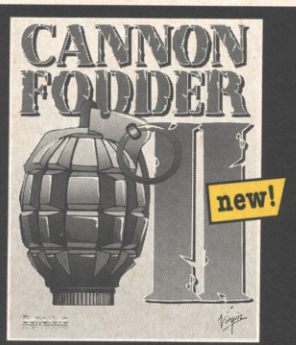


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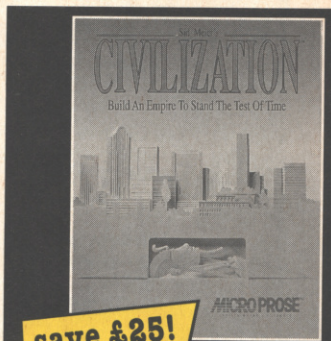


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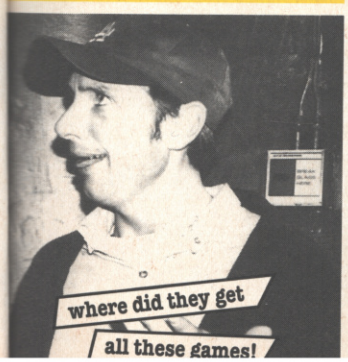


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**Mud, blood and death, concealed in the swirling *FOG* of war. Cam must be a happy man. Or is he?**

# FIELDS OF

**Runs on:** A1200
**Publisher:** Microprose
**Author:** In house
**Price:** £35 (£30 for A500)
**Release:** Out now

*Fields Of Glory* is all about what might have happened during two days in June 1815. Although younger readers probably won't remember it, June 1815 was particularly memorable for a series of battles between the French and various allied armies leading up to an almighty bang shoot at a place called Waterloo in Belgium.

The tactics are a little too complex to go into here, but basically much maiming and hurtage went on with both sides kicking mucho *("Class" – Ed)*. Eventually the Allies won, leaving the victorious English free to go into terminal economic decline, and the defeated French to indulge in their twin passions of food and making arty movies about relationships. Still, c'est la guerre, right kids?

## BLUCHER

The game's split into four real battles and two fictional ones, and you're free to play either side in all of them, and if you're not happy with the placing of troops, you can move them all around. Being a Napoleonic wargame, each battle has the French fighting either the Prussians or the English (although in Waterloo itself those Gallic funsters had to cope with both enemies at the same time, so it's hardly surprising they lost).

Each battle's viewed in three scales. The largest scale shows just the location of unit commanders and so is just a map overlaid with lots of flags. It's good for the start of the battle, but you quickly need more info than it's giving you.

When infantry are attacked by cavalry, they form a square and shoot things.

The next scale's far more helpful, and it's possible to fight an entire battle quite successfully from this view, as you can see and move individual units of infantry, cavalry and artillery. This fine-tuning's essential as artillery units are weak in hand-to-hand combat and need to be protected by infantry, and it's useful to back up charges with cavalry.

The final scale lets you see individual figures, with each man on screen representing a few soldiers, and each gun, a battery.

In this scale, you can actually see the effectiveness of different formations during attack and massed cannon fire on infantry. Troops advance, let off a volley of musket fire and then charge into the enemy to give them a taste of cold steel, and cavalry strike down fleeing survivors. Each clash leaves the battlefield scattered with bodies and smashed equipment and it's simply a matter of counting the holes in the ranks to see how many casualties a unit's taken.

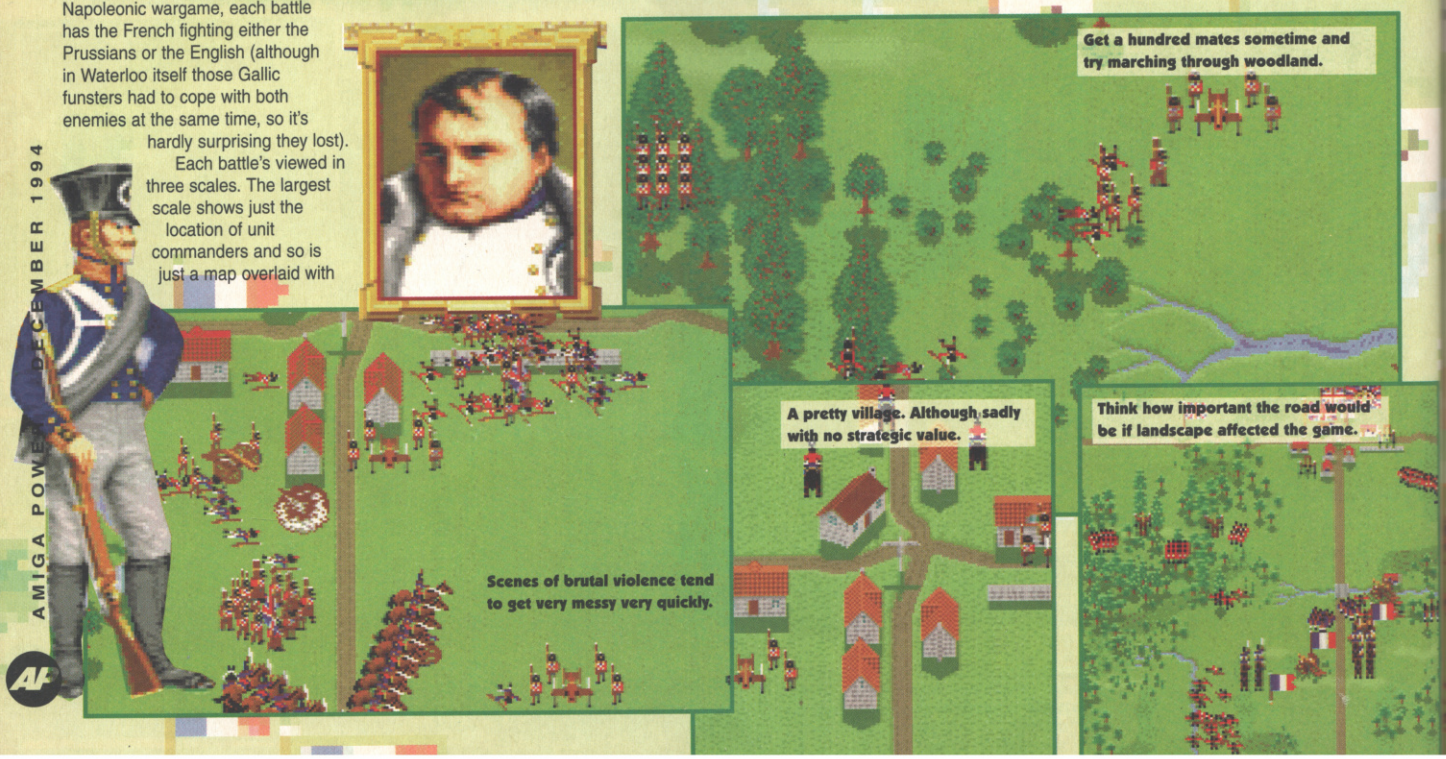
It's fun, but the down side is that you can only scroll around a small area of the map at a time, so have to keep zooming out and then back in again to get to different areas of the battlefield.

**"Eventually the allies won"**

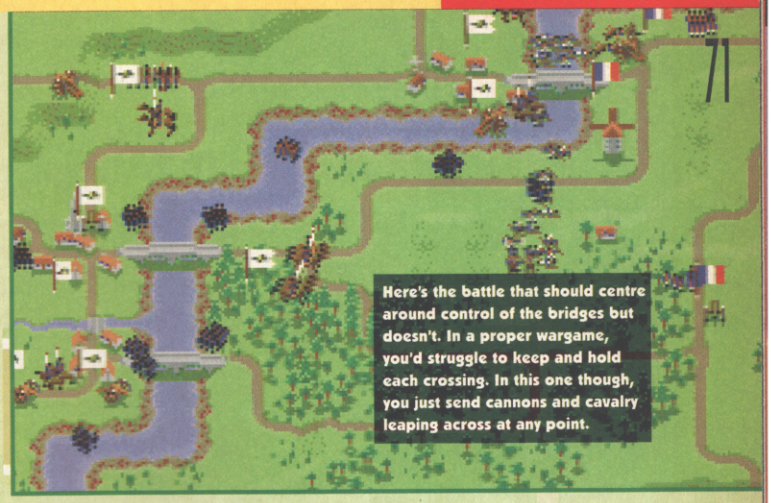
## GROUCHY

The control method's fine, but could be improved. Every time you click on a unit, an information and order box pops up, obscuring much of the screen, so you're endlessly moving the command box around to get at the map underneath. Hot keys or some command options down one side of the screen would have been much better.

The three scale system cleverly portrays the confusion of war by sucking you into minute details when you should be looking at what WW1 generals referred to as "the big picture." Although you can move the entire army by selecting the supreme commander's flag, or a division by



# GLORY



Here's the battle that should centre around control of the bridges but doesn't. In a proper wargame, you'd struggle to keep and hold each crossing. In this one though, you just send cannons and cavalry leaping across at any point.

selecting one of the lesser commanders, command at this level is unwieldy, and invariably places some units in the wrong place. This forces you to close in on the action and concentrate on moving battalions, and once you do that you start fiddling around with individual companies within the battalion.

This constant stepping down of attention means that either you've got to think extremely fast, or spend all your time gaining a victory at one end of the battlefield only to find that your neglected troops at the other have been wiped out. Such is the joy of real-time wargaming.

As you can see, the game's got masses going for it, which makes it all the more annoying to have to say that it's fatally flawed. In all but the hardest levels, the enemy are loath to attack, forcing you to go on the offensive all the time.

This gets to you when you've spent ages setting up a rock hard defensive line only to have to send them all forwards, ruining all your planning. It also prompted a silly stand off situation where I had only one company of infantry facing about two battalion of French who wouldn't attack and finish me off.

## DONZELOT

Being real-time, there's a clock ticking away in the top corner, but battles can last five, ten or even twenty hours without it ever going dark or any unit reporting fatigue. You can wipe out all the troops in a battalion but can't target the commander for attack, which leaves loads of impotent enemy officers on horses drifting across the battlefield. Clearly stupid, clearly niggly faults.

The big, crippling problem is that the game completely fails to take terrain into account, which is a bit like having a flight sim that ignores the ground. Artillery units can travel through woods, cavalry can charge through them. Hills don't slow the progress of units, roads don't speed them up, and get this – rivers can be crossed at any point by anyone without incurring casualties or taking any more time than it would take them to cross a field. And, worst of all, artillery can even fire from the middle of woods or the middle of a river, which is quite clearly ridiculous.

**"Take away the need to capture woods"**

The Battle of Wavre looks like it's going to be a fantastic struggle to see who can control the bridges that cross the wide river, but seeing as all units can cross anywhere, the entire thing (or indeed any battle in the game) might as well be played on a green, featureless background for all the difference it'd make.

In 1983 I was hooked on a Lothlorian game called *Johnny Reb* for my Spectrum, and even that recognised the fact that units couldn't cross rivers, so what's gone wrong here? We seem to have gone backwards.

## PONSONBY

Take away the need to capture woods or bridges, to defend farmhouses and hills and you've got a wargame that requires little or no strategy. *FOG* is fun for a while, but you soon realise that all you have to do is close in and engage the enemy. It's all a bit samey and tedious.

*FOG* is still the best wargame of the year (which says more about the faults of the others than the quality of this), but Microprose haven't half messed it up.

Get some terrain recognition in, and it would be brilliant, but as it is, it's nothing special. You'd be better employed dusting off *Dune 2* and playing it again.

● CAM WINSTANLEY

**UPPERS** Atmospheric battle sounds, good graphics and a wide selection of scenarios from simple skirmishes to full-scale battles. It's simple to get into, easy to control and can be quite exciting. It runs quickly from disk and is hard drive-installable.

**DOWNERS** By the time you've played the intro game, there's very little left to do. By ignoring the constraints imposed on movement by the terrain, the game instantly chucks away 50% of the strategy.

### THE BOTTOM LINE

It promises to be a great wargame but turns out to be an okay one. The background's there just for show, which, when the sham is revealed, really puts the dampeners on your enthusiasm to take on such a big battle as Waterloo. It's simply not deep enough to warrant the hefty price tag.

**61** PERCENT

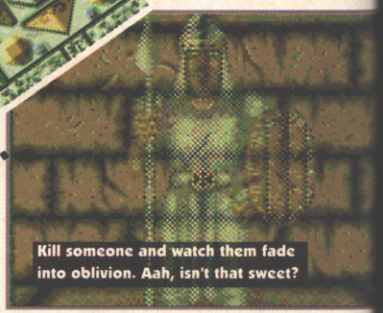
### THE BOTTOM LINE

**A500** We've yet to see the A500 version, but it would take a major revamp of the game to sort out all its problems and that seems unlikely.

## SCALE OF VICTORY – FROM HO/OO TO 1/32

# CRYSTAL DRAGON

**Runs on:** A1200
**Publisher:** Black Legend
**Authors:** Magnetic Fields
**Price:** £30
**Release:** Out now


Kill someone and watch them fade into oblivion. Aah, isn't that sweet?

Whoo, I'm glad that's that over with. Yep, I've finished playing *Crystal Dragon*, and I can safely say that I'm never going to go back to it. Which is a bit of a shame really, because, with a good difficulty level, loads of characters and lots of large levels, this had all the makings of a top *Dungeon Master* clone. Until you actually start playing the thing, that is.

## RAXINFRAXIN

The game starts off favourably enough with the RPG-fanatic-pleasing character selection screen. Here you can select the two characters you'll play with, be they warriors, paladins, clerics, mages, thieves or assassins. That's not all, though (and serious gamers will really appreciate this): thanks to a 'roll' facility you can alter the ratings, and chance your arm that you'll get a statistically better player than the one you started with. And you can also change their names.

## SAXINFRAXIN

Once you've got past this screen (and the overlong intro) you're into the game. As you can see, it's very much your traditional first-person perspective 3D seek-, search-, fight-, kill-, pick up-, use- and explore-'em-up. You wander around, see what's happening, open doors, and just keep going until you figure out just exactly where you've got to go. The end of the level is the objective, but there are secret rooms, keys to find and all sorts of other distractions to keep you from getting there.

**"If you like this sort of thing"**

And once you've got there, do it again. And again. And again. Until you finish the game. As you progress the enemies get harder, your experience level increases, and your spells (if you've got someone in your team who can cast them) get better. In fact it's got everything that a serious RPG fan should love. But hang on.

Why do game designers insist on stifling our lovely Amiga with games like this? Why does the game have to be set in this same old fantasy world with magicians and warriors and stuff? Why can't it be set in the future – a *Syndicate* type of future with dark, moody, industrial settings, lots of spectacular weapons and loads of blood? It would be a lot more fun, and a lot more interesting.

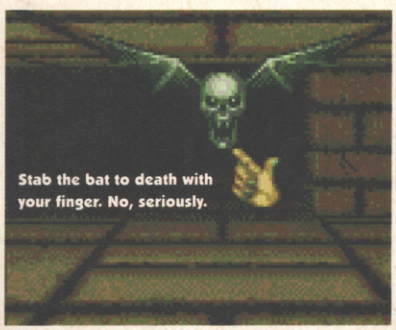
Instead we bump into the same tired-looking characters, with a shield, a sword and three frames of animation, with whom you have to 'deal' by pressing the right mouse button. Wow. Top fighting action. There's no opportunity to use stealth or guile at all, and so the fights, the most exciting part of the game, get really dull really quickly.

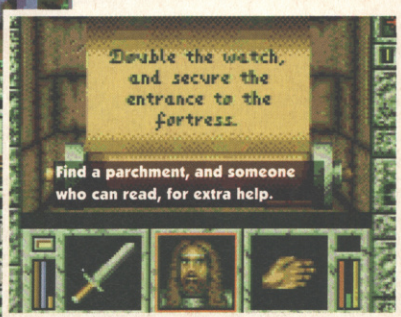
As I've said, the levels are large, but incredibly boring both in terms of gameplay and graphical style. And if it wasn't for the map being permanently available on the beginner level, I would have spent most of the time wandering around doubling back on myself.

## DIXDASTARDLAX

*Crystal Dragon* is large and difficult, and has all the options you could ever want to alter and all that, but it doesn't actually do anything that hasn't been done countless times before. If you like this sort of thing, you'll already have hundreds of similar, better games. If you don't, then there's nothing new to tempt you here. I can see no reason for its having been brought into miserable existence.

● *PAUL MELLERICK*


Stab the bat to death with your finger. No, seriously.




**UPPERS** The character detail and sheer size of the game are very impressive.

**DOWNERS** But the graphics are drab, the storyline is so tired you can almost hear it yawning, and you lose energy if you walk into walls.

### THE BOTTOM LINE

A generic role-playing game, incorporating all the genre's clichés and conventions while doing nothing new. Difficult to criticise in any specific way, but at the same time it's got nothing in particular to recommend it.

**38** PERCENT

### THE BOTTOM LINE

**A1200** Not noticeably faster, no less or more disk-swapping (there isn't too much either way) and, er, well nothing different. It's the same old tripe on the A1200.

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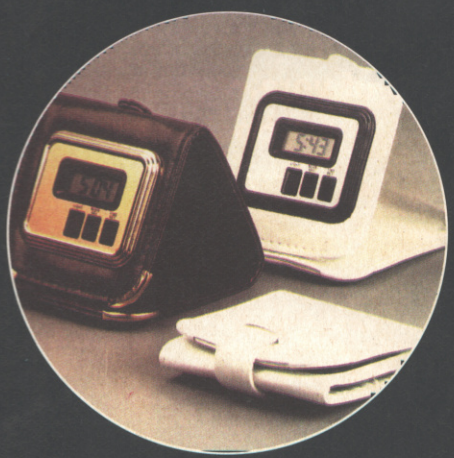

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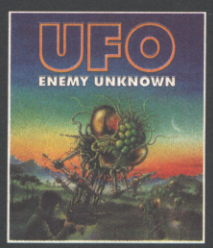

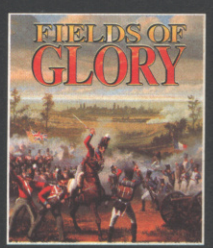


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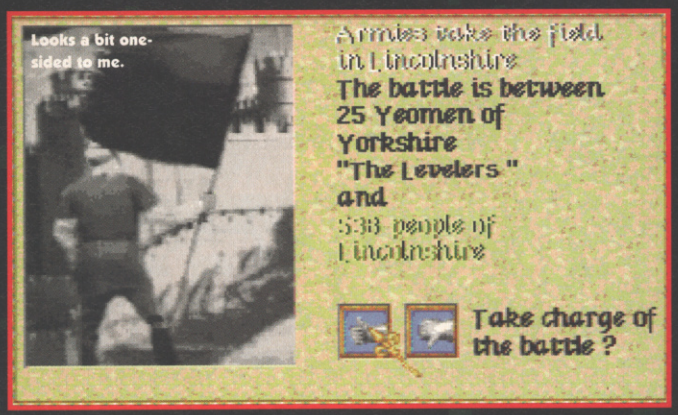
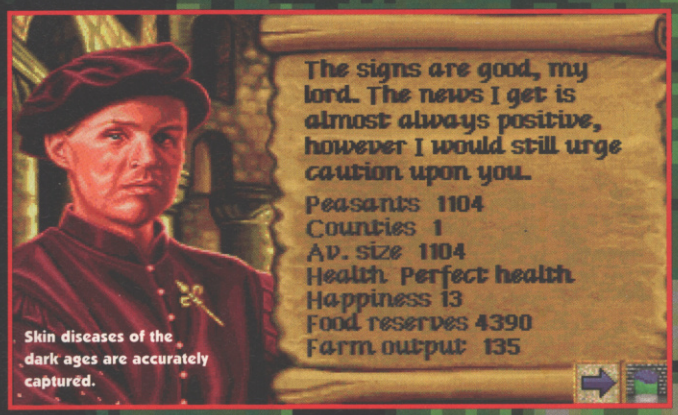



# LORDS OF THE REALM

**In days of yore, when knights were knights and maidens had nothing to do with cricket, everybody fought a lot. Now you can. Too. Hooray for Impressions.**

**Runs on:** A1200
**Publisher:** Impressions
**Author:** Chris Foster
**Price:** £35
**Release:** Out now

*Lords of the Realm* is the best wargame I've ever played. Which is quite a good start, eh? It's set in mediaeval Britain (well mediaeval England and Wales, actually). You start out in control of one of the 32 counties, with the aim of beating the other five players (under either computer or human control) in the race to take over the kingdom. There are four main strategies (of which you may be aware if you read our preview, or if you've any knowledge of the PC version) which you must adopt in order to do this. So let's examine each of them in turn.

The first is to win the respect of your own people. Food is the number one essential. You are provided with 16 fields which can be used either for growing wheat or grazing cattle and sheep, and you will have to assign a suitable number of your people to each. The game is played in turns (obviously – it's a wargame), each turn representing a season, each season promoting or impairing your farming (obviously again – wheat needs to be sown in spring and harvested in autumn, livestock tends to be born in the spring but is prone to dying out in the winter).

Each season requires you to re-adjust your allocation of people. Crop rotation is important but will take place automatically provided you remember to let some fields lie fallow. A well-fed community is a happy community (the happiness of your people each season is the most direct method of seeing how well you are doing); a fairly-taxed community will provide enough revenue to spend on food (if you've had a bad year), beer (instant happiness points) or materials when a merchant comes to town.

## CONCERN

The second thing to worry about is your army – you'd better get one. Drafting untrained peasants straight in won't do their morale much good, the self-esteem of the villagers any favours, or an enemy much damage in a combat situation. Far better to give them some weapons. But for even a basic sword you'll need to mine for iron and then allocate some of your folk into sword production – a lengthy process. You could buy some sidearms from a merchant, but you are unlikely to be able to afford a sufficient number. The option of recruiting mercenaries is also available – these are trained and armed, and won't

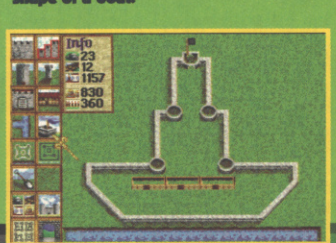
## CASTLES

One of the nattiest things you can do in *Lords of the Realm* is design and build your own castle. There's actually no need to do this (you can chose one of default ones instead) but it's great fun.

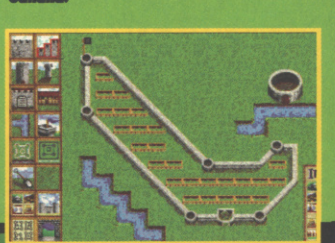
One of the default castles. Pretty boring, eh? Because with a little 'artistic' talent you can come up with something much better.

Castle Car – you can make one in the shape of a car.

Castle Boat – or you can make one in the shape of a boat.




Castle Banana – or in the shape of a banana.

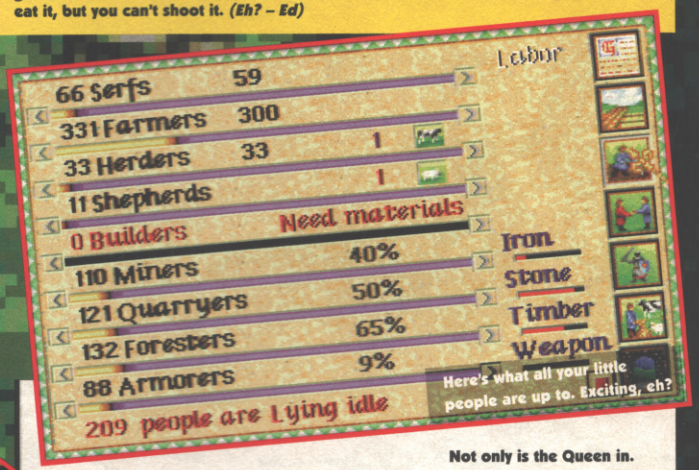


## MAPS Maps are an integral part of the game, and you'll find yourself referring to them constantly. Or else, you'll, er, have no idea where you are, or where you are going.

The main map screen, showing how many of the 32 counties are currently under your control. I'm the black flags, so I've got, er, one. Just.

Click on one of the counties and you can take a closer look. That cow means that I've got some cows in one of my fields. Unfortunately, there's no way of killing it. You can eat it, but you can't shoot it. *(Eh? – Ed)*

You might want to try to ally with another player. Here, for example, I'm trying to chat up the countess.




Here's what all your little people are up to. Exciting, eh?

affect the happiness of your peasants (understandably, no-one will be too pleased at the idea of National Conscription), but are expensive.

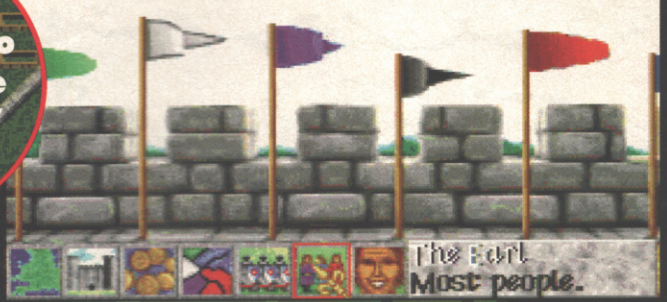
Building yourself a castle is concern number three, else just about anybody could walk in and nick your county. A small, simple abode will be about all you can manage early on – an outer wall and a keep, perhaps. The foundations will be laid, but for any building to take place you're going to need stone and wood.

Foresters and stone-collectors are therefore required, and these people need time to work out what they are doing. The longer you leave them, the more efficient they become.

So by now, each season you will have to move people between the various stages of agriculture and mining and collecting materials, your decisions based on the various reports given. The number of people required for agriculture fluctuates the most (harvesting takes hundreds, whereas watching over a growing field takes only a few), and although it's tempting to take people in and out of preparing your weapons and castle when you need them to tend to your field, this will reduce their efficiency

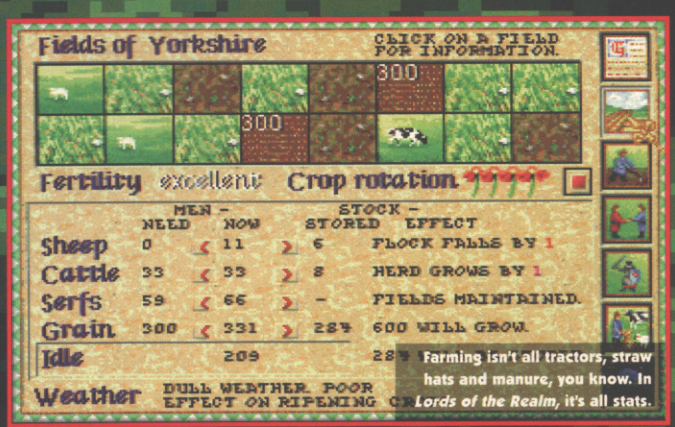
**"Tempting to take people in and out"**

Not only is the Queen in. But so are all her mates.



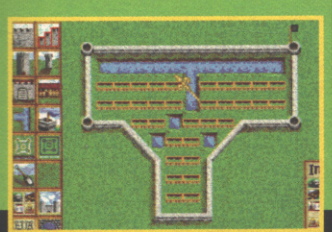

## WAR WAR

You can also think about moving your army into another county, but a county under attack will instantly conscript its entire population into an army in order to defend itself so your squadron is going to have to be pretty big. But win and you'll have an entire new county to start managing, a whole new sixteen fields to take care of and a big new green area to build a castle on. Goods can be ➤




Farming isn't all tractors, straw hats and manure, you know. In *Lords of the Realm*, it's all stats.

**Castle Underpants – or as a pair of** *(Yes. That's enough castles. – Ed)*



transported between counties so you should be able to set up your second a lot quicker than the first. Your eyes can then turn to a third, fourth and fifth.

And when castles have been completed, you can try out a siege – a completely new option altogether (and strategy four in completing the game). (Although, talking of sieges, in spite of the hours and hours I put in, I still didn't come close to having one. They look great with catapults, battering rams and so forth, encompassing virtually a complete mini-game in itself, warranting its own manual. But I apologise for being unable to divulge any first-hand experience.)

Yes. *Lords of the Realm* is a wargame. And it's a good wargame. And it's going to get a good mark. From us. Here. At AMIGA POWER. Who normally find this sort of thing terribly lack-lustre.

At an at-a-glance level, the basic mechanics of the game work fine. It's all icon-based, but icon-based in that I'd-have-no-idea-what-any-of-these-icons-meant-unless-I-looked-them-up kind of way. But that's no problem because you CAN look them up in the instructions, and once you've started playing they all make perfect sense. You are only given as many options as you need at the time (which is nice). And the instructions are good too, only insisting that you read one short section before leaping in, leaving the rest of the manual for you to dip in to when you want to know a bit more about something specific. The graphics are clear, with neat little pictures breaking up the chunks of text, and the game runs at a good speed.

## JAW JAW

I do have some problems with *Lords*, though. My main gripe is that games just take ages and ages (and ages). In something like *Populous* (admittedly a different genre, but still the same idea – compete against someone else to take over a country) there are a thousand worlds to take over. It's pretty obvious whether you are winning or losing, and games are reasonably short. So if you try out a strategy and it doesn't work, you can quit and try another one.

But what happens if things go horribly wrong in *Lords*? If, after ten hours of playing, you suddenly realise that all your people are suicidal, your army is a joke and the blueprints for your castle haven't even come back from the printers? I can't see many people wanting to start from the beginning after one or two practice sessions, so re-loading saved games looks like it's the only option.

Also, having to play the games in turns can prove a little tiring, especially early on in the game when you've got your farming up and running, your army sorted, the foundations of your castle laid and your people mining away happily, and all you can do is to wait for a few years for something to happen. And not much ever seems to change visibly. A castle may appear now and then, or a soldier, or an extra cow, but for the amount of work you do it would be nice to see a little more in the way of action.

Wargame fans often get a hard time of it. Admit you even know what 'WG' stands for and you'll be instantly branded a social reject, the chances of ever finding a partner of the opposite sex will never rise above zero, and you'll forever have to put up with people running up to you in the street and yanking the hood on your anorak. (*He jests, of course. – Ed*) But the biggest problem for WGers is a lack of decent WGs for them to play.

I said *Lords* is the best wargame I have ever played, and it is. Except I've never played *Campaign*, or *Pacific Islands*, or *Battle Isle*, and I doubt it's as good as those. But I have played my fair share of not-so-good ones, including *Caesar* (the programmer's previous offering), and this is a vast improvement.

My problems with the game really should remain personal – of course a wargame should take ages, and be played in turns, and only have one 'level'.

But as long as they do, they are only going to appeal to wargaming fans. A fan of *Populous*, *Mega-Lo-Mania* or *The Settlers* who was introduced to this as his (or her) first wargame simply wouldn't see the point, and I don't want to be the one to recommend it to them.

But to anyone who likes wargames – that's a different story. Play this one. Play this one with a friend. Play this one with up to five friends. Play this one over a null modem cable. Just give it a try.

● *RICH PELLEY*

## BATTLE

**You can either opt to have your Amiga handle your battles, and simply be given an end of match score, or you can try to do it yourself.**

**To attach a county you must move your troops in towards the county flag.**

**Luckily, I've outnumbered the enemy 256 to 25, so I really ought to win this encounter.**

**UPPERS** *Lords* is fun to play, with a well-thought-out control system. There's plenty to keep you occupied for hours in a wargamey sort of way. A1200

**DOWNERS** Lacks the engaging and immediate charm of, say, *The Settlers*, and is therefore destined to be enjoyed by only a few.

**THE BOTTOM LINE**

*Lords of the Realm* takes a lot of thought and responds well to your commands, giving you the feeling of true involvement that is the hallmark of a good game. If you like god games, this might not appeal to you quite as much, but it is an excellent game.

82 PERCENT

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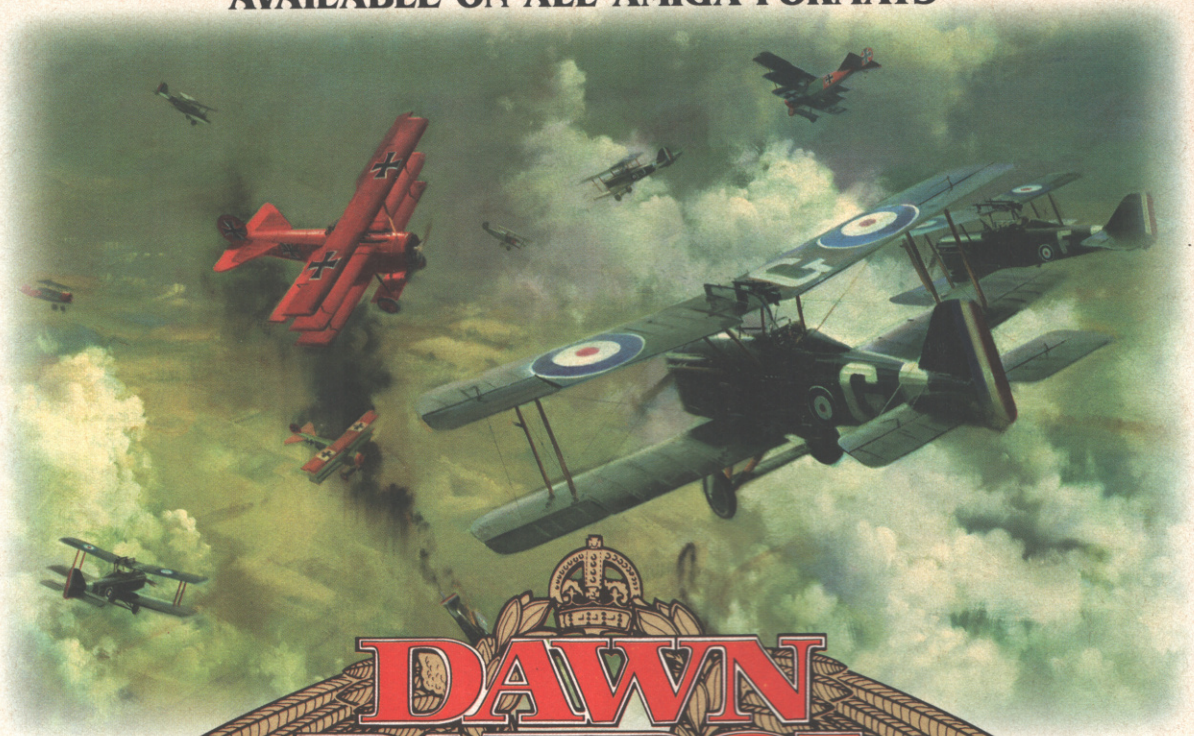

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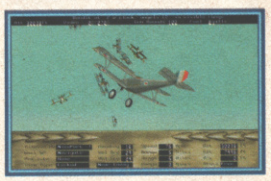

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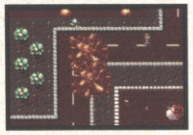
# POINTS OF VIEW

**Well, that was an interesting answer, Bob, but unfortunately wrong. Let's throw it open to the panel...**

ZEEWOLF

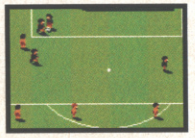


CANNON FODDER 2

ALADDIN

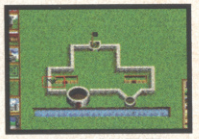
SIM CITY 2000

FIELDS OF GLORY



SENSIBLE WORLD OF SOCCER

PREMIER MANAGER 3



LORDS OF THE REALM

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **JONATHAN DAVIES** | Chocka ★★★★★ | Can't do it, but it's good ★★★★★ | Easy, but nice ★★★★ | I preferred the first one ★★★ | Haven't played it | Haven't... No, but it's great ★★★★★ | Haven't played it | Haven't played it |
| **CAMERON WINSTANLEY** | Gung-ho with rotors ★★★★★ | Gung-ho with boots ★★★★★ | Gung-ho flappy pants ★★★★ | A bit wussy ★★★★ | Gung-ho with problems ★★★ | Haven't played it | Haven't played it | Slow but playable ★★★ |
| **STEVE FARAGHER** | Swirly wirly ★★★★★ | Hurly burly ★★★★★ | Twirly pearly ★★★★ | Slowy growy ★★★★ | Haven't played it | And it's in! ★★★★★ | Quite remarkable ★★★★ | Haven't played it |
| **JONATHAN NASH** | Haven't played it | Haven't played it | Haven't played it | Haven't it played | Played it haven't | Haven't thought about it | Haven't actually done much at all | Hurrah! |
| **PAUL MELLERICK** | I have to like it ★★★★ | I want to like it ★★★★★ | I used to like it ★★★★ | I do like it ★★★★ | Haven't played it | I am it ★★★★★ | I found I liked it ★★★★ | Rich played it |
| **BOB** | Scratch ★★★★★ | Snuffle ★★★★★ | Forage ★★★★★ | Eat ★★★★★ | Sleep ★★★★★ | Transsexualise ★★★★★ | Fall ill | Recover ★★★★★ |

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## NEXT MONTH

### YO HO HO AND ALL THAT NONSENSE

**Next month is the big one. We'll have three (count 'em) disks crammed with the usual AMIGA POWER blend of unmissable things.**

**We'll also have incisive reviews of all the new games, including *Mortal Kombat 2*, *Lemmings 3*, *Football Glory* and *The Lion King*. Probably.**

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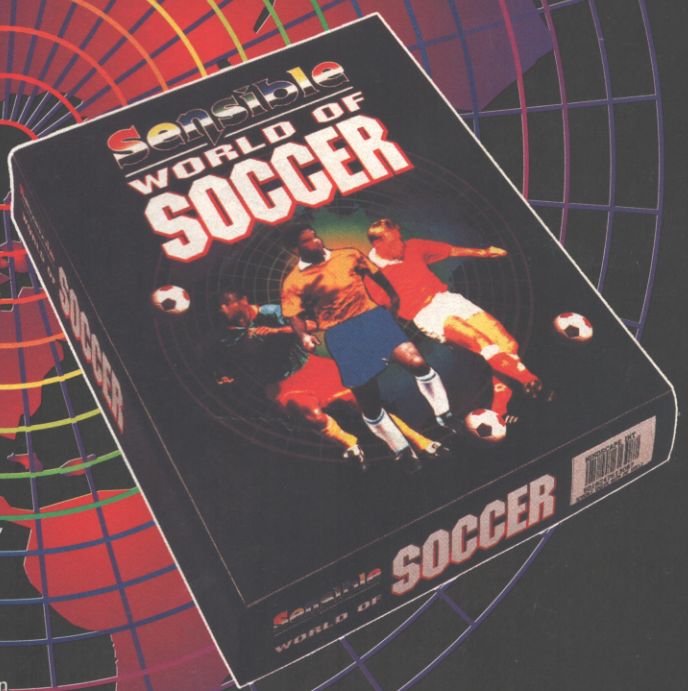


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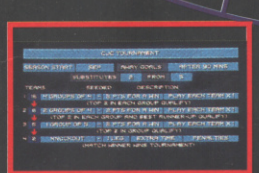

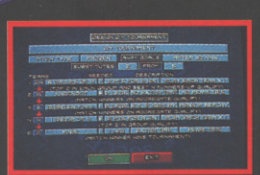

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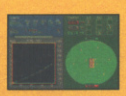

THEY THINK IT'S ALL OVER. IT IS NOW.

FOOTBALL MASTERS 5, THE BEST OF THE REST 3

**THE POST** The Most Innovative Football Management Game Ever!

On the hardest level this very realistic simulation will test you to the limit. See if you've got what it takes to master the professional football league managers job using the most refined game available in the world today.

In 1989 E.S.P. were the first company to create a commercial football management game solely dedicated to the 16 bit computers. Since then, they've been continuously devising new features with the direct consultation of hundreds of management game fans. This winning combination has created the most accurate representation of what football management is all about. Once you try it, you'll realise that the rest have merely been following their numerous leads in this field. *ESP*

## Football Masters

CAN YOU MANAGE SPORTING Masters?

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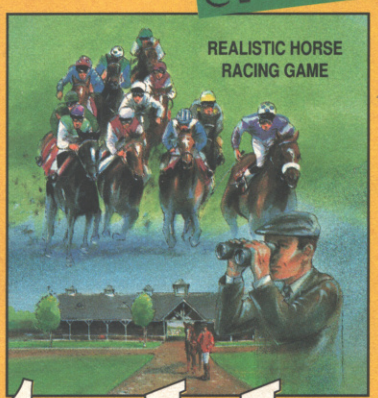

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TELEPHONE (01702) 600557 FACSIMILE (01702) 613747 A

# COMPLETE CONTROL

**A rolling stone may gather no moss, time and tide may wait for no man, many a mickle may not make a muckle, and kind words may butter no parsnips. But never mind, eh? Here's Rich Pelley with Complete Control – your indispensable guide to a better computer game-playing life.**

## PUTTY SQUAD

**(System 3)**

Here are some codes for *Putty Squad*. I'm not quite sure what levels they correspond to, and it seems rather dubious that the two sets (the larger from William Drandaltzis of Holland, the smaller from Richard Stokes of Shrewsbury) conflict, but here they are anyway. They might work, they might not. But such is the excitement that is Complete Control.

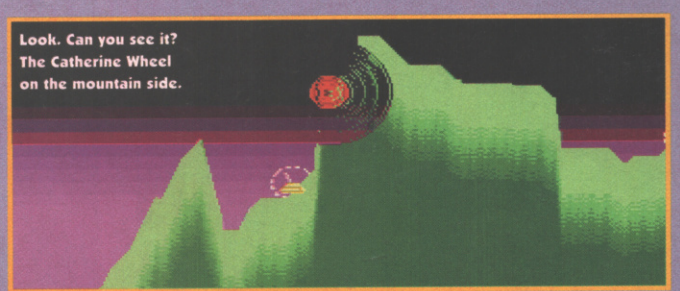
| | | | | |
|---|---|---|---|---|
| CAPRI | GAIA | COSMOS | PREY | CHRIS |
| ARABIA | MELON | GONDOLA | KATE | SPICE |
| CHERRY | NICKEL | BURGER | ORGAN | DREAMER |
| BAZGIBB | JET | RHUBARB | ARIES | FODDER |
| TIMB | SENNA | BUTLER | | |
| TIMBER | OZONE | NICE | PESKY | FLIMBO |

## SCORCHED TANKS

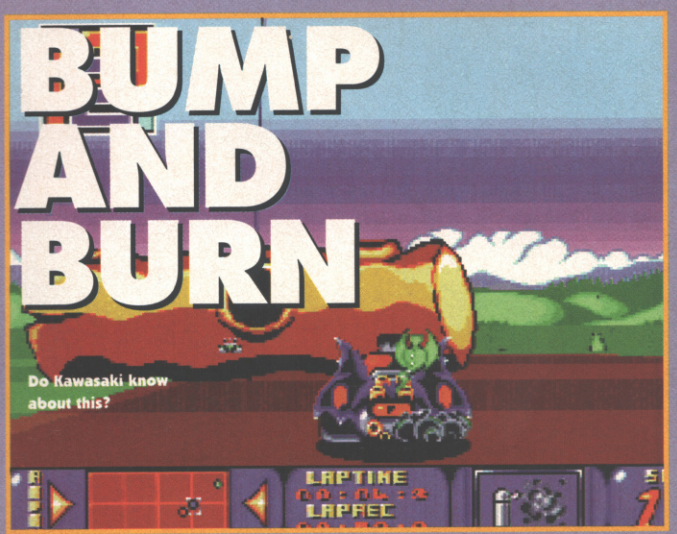
**(AP41 coverdisk)**

"Here's how to trash your mates at *Scorched Tanks*. For starters, here are a couple of things to try out in Dogfight mode that weren't mentioned in AP41. Xtinguisher and Magnetic Shields are the best, often preventing damage completely. Chain Reactions can be horrendously damaging in direct hits, and only cost 2000 credits. If you are playing only one round, or one opponent, then take Super Nukes and Super Zappers, and watch your enemy squirm in pain. Another useful tactic is to mole underground or fire Weasels or Groundhogs.

Now for the real killer. Set money to maximum (obviously) and buy the following: Absorb one plus two shields – ninety each; one Field Medic, one Teleport and share the rest between Move and Mega Move Tanks, Moles and Laser Beams. The basic idea is to mole underneath your opponent and fire a laser beam (which cuts through the ground like butter on a hot day) through his belly. If laser beams go through your enemy in the right places he will lose 70 points of damage each hit. He'll be hard pushed to hit you, and if he hasn't got something to move himself, then he's dead meat. Computer players are complete suckers for this tactic. The Teleport is in case you start off too far away from anybody else, whilst the second shield and Field Medic are just precautions. My name's Jon Le Mottee from Vicars Cross in Chester, you've been wonderful, and GOODNIGHT."




## BUMP AND BURN




**(Grandslam)**

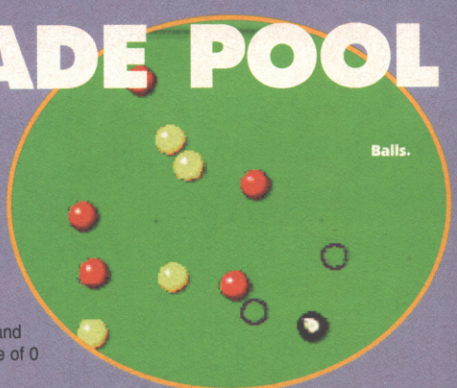
*Super Mario Kart* meets Wacky Races we decided a couple of issue ago; a game that could have been great but (insert Mutley-style laugh), due to a certain degree of gameplaying faults only permitted us to award it an averagey kind of 70%. Still, that's 70% better than nothing, eh? And here's what I've learnt about the very same game from a letter, signed by a mysterious character calling himself 'Peter Hoobs' from a place apparently known to you Earth people as 'Birmingham'.

On start up, exit the options screen, then when the Burning Rubber screen appears, type the keys 'ZXR750R' in quick succession. The screen will flash and after the first race you will be awarded £9,999. Interesting.

## ARCADE POOL

**(Team 17)**

"This will work on most modes of play but it is best on the speed round," advises Colin Forster of Stanley. "Pot all the balls except one – if you can, leave this last one over a pocket. Save the game and select new to start a new game with only one ball left and you'll be able to record a time of 0 mins 00 seconds."




## 8 PAGES OF INVALUABLE PLAYING TIPS START HERE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The Last Resort .....94-95

**(AP42 Coverdisk)**

Excellent although the *Theme Park* demo we kindly included on the front of issue 42 was, the cheat mode Bullfrog included was so brain-blendingly obvious that (as is so often the case with cheat modes) approximately 97.247556% of the AMIGA POWER reading world instantly worked it out and held no qualms in racing to see who could be the first to hit us with the necessary information. As if we didn't know anyway. (*As if.* – *Ed*). But in case YOU are somewhere in the remaining 2.742444% who still haven't worked it out, here's an example of the sort of thing we were told.

"If you are running out of cash, press 'C' on the keyboard and a little box will appear informing you of your cheating exploits. Click on the little tick and you will find that your money has gone up by about fifty grand." And that, as they say, is that.

**(Ocean)**

Neatly coinciding also with the release of *Epic* on budget arrived this letter from Steven Wyke of Whoknows, containing the codes for it.

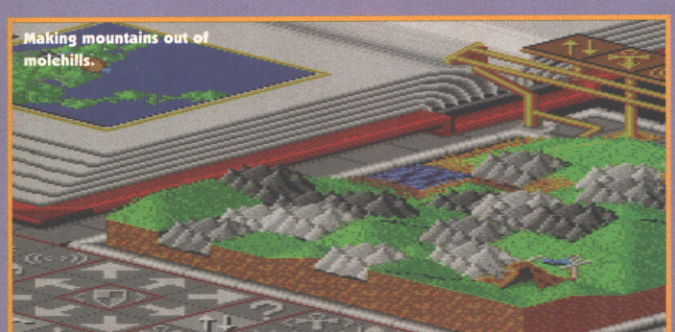
Mission one (Tracking Station) – AURIGA
Mission two (CPU/Space Ports) – CEPHEUS
Mission two (Mining Complexes) – APUS
Mission three (Glory) – MUSCA
Mission four (Magma Canon) – PYXIS
Mission five (Galactic Storm) – CETUS
Mission six (Command Centre) – FORNAX
Mission seven (Mother of all Battles) – FORNAX

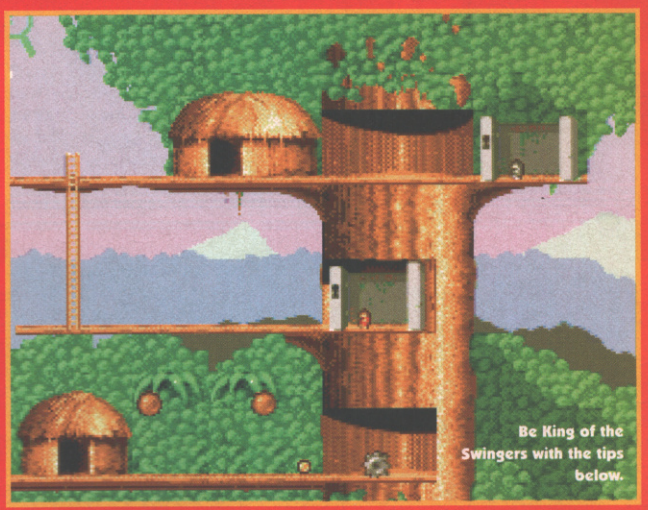
And don't forget, folks, that you can re-fuel/re-arm by pressing ENTER on the numeric keypad. (If you've got one.)

# POPULOUS 2

**(The Hit Squad)**

Neatly coinciding with the release of this epic game on budget (and with the game *Epic*, coincidentally, but that's another story entirely) comes a letter from Charles Hobbs of Bristol letting us know (well, letting me know) how you can get to view the end of game sequence. Useful, say, for fooling passers-by into thinking you've played your way through all one thousand levels when in truth you, er, haven't. Enter the last level code 'WOITAB' in a Conquest game, quit, select 'I AM BAD' from the Custom game, quit again and start a Conquest. Get ALL of your men killed, a screen will pop up saying 'LAND COMPLETED BY GOOD' and, as promised, you will get to see the end of game sequence.

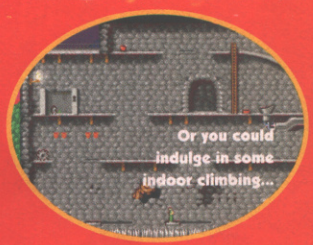



# BENEFACTOR

**(Psygnosis)**

Paul Japp from Surrey is no stranger to these pages, and abiding by our 'best two tips each month now win a prize' rule, wins himself a prize for his latest contributions to these pages. Which, in case you're stupid or something, is the following complete set of codes for Benefactor.




### UNDERWORLD
Level 1 – 3213J2HPQL
Level 2 – 64JM4SL4Q5
Level 3 – 3BQPH3J31B
Level 4 – 1N11DNDDGQ
Level 5 – 3F13JFHPQM
Level 6 – QFJ2PJKFQK
Level 7 – 1KQ234Q234
Level 8 – 14QHNVPGM5

### TOMBS OF EQYPT
Level 1 – Q2J2R33DQH
Level 2 – 3NQL3QSNKS
Level 3 – 1PQHNWPGMV
Level 4 – 1PQHTWN2QT
Level 5 – QFJ2TJGBQG
Level 6 – 54HHDR2214
Level 7 – M51MD2C4FG
Level 8 – MGQTPNR5Q4

### THE TREETOP RESCUE
Level 1 – MKCNLLHSQQ
Level 2 – MBQTH3JM1B
Level 3 – MXQTJ4KND3
Level 4 – MWQTNN4RLL
Level 5 – MGQTTNNQQK
Level 6 – 23QMXQJFQJ
Level 7 – 2RQH32R3JF

### STONES AND BONES
Level 1 – MNCN343T45
Level 2 – 2PQLTWN3QT
Level 3 – MNQ5WVK4QP
Level 4 – QMDBCNDBCN
Level 5 – 6KFK2MFK2M
Level 6 – 62DJKFJPQL
Level 7 – QMDBMNHFQR
Level 8 – QVNGHLHIBF
Level 9 – QJLFH43C2L
Level 10 – 3FQKLHVPQM
Level 11 – 6LFKMNJ4QR

### MERRY WINTERLAND
Level 1 – 66N4K4KLHL
Level 2 – 3KQJHLV4MQ
Level 3 – 32QKPGRLQH
Level 4 – QCNG53JCQ2
Level 5 – 6PN4KVLM3T
Level 6 – 6VDJ3G34NL
Level 7 – QPLFR5K2QT
Level 8 – QDNG5JJCQF
Level 9 – 2GQKGMK21G
Level 10 – MQQRHFMNDB

### THE TECHNO TREAT
Level 1 – MGQRNLT5Q4
Level 2 – M3MSR4LRQN
Level 3 – 2LQGCN421L
Level 4 – 2JQF2KSHGM
Level 5 – 2BQFKCWLQ3
Level 6 – 5FNKRLMJQK
Level 7 – MNQNGN5RKR
Level 8 – 24QJLTRKM5
Level 9 – 52NKTKKHQH

### TO HELL WITH MINNIAT
Level 1 – MCQ4Q2Q4Q2
Level 2 – 2PQJJ5P33T

**DON'T FORGET**
**TO SEND US SOME TIPS. Please. To: COMPLETE CONTROL, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW (Thanks)**

# THEME P

# PART 2: THE MAST

Last month we gave you the raw basics of playing *Theme Park*. The rice and potatoes. This month we bring you the curry sauce and gravy as we present our *Theme Park* master class.

## SPLITTING THEM UP

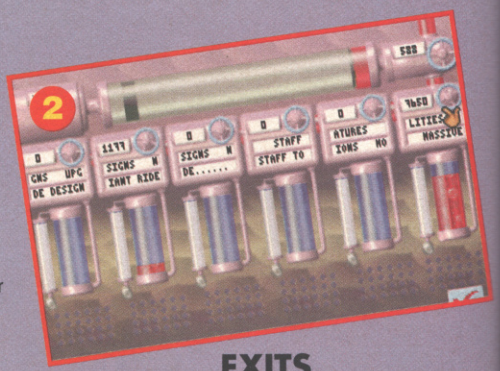
**1** You want your guests to be able to visit every area of your park, giving them as few decisions about direction as possible, while not forcing them around with too many one-way signs. In short, what you want to do is this: Split them up the moment they arrive by taking the entrance paths on routes to the left and the right. Then build yourself a loop, so the entire park is accessible.

## BUILDING IT UP

Complete the loop first, then place rides and stalls the moment they come through from research. Open up after placing a ride on each side of the loop. Avoid duplicating rides, unless you're feeling particularly flushed with cash.

## ON THE BUSES

**2** Investing in amenities research is essential for building up your bus, to ensure a regular flow of guests to the park.




## BALLOONS

**3** Place a balloon shop by the entrance for the moment your guests arrive. The balloon will make them happier for the duration of the visit, as well as making you some easy money.

## QUEUES

**4** Hide queues around the back of rides. Guests may have to wait longer, but if the rides are fast and exciting enough, then they'll come off happy anyway.

## EXITS

**5** Link ride exits to the thoroughfare with a short path, then place a one-way sign on it, to stop guests from wandering up the wrong route. By placing the exit close to the ride entrance, your guests won't be disorientated when they come off the spinny-pukey affairs.

## HANDYMEN

**6** Allocate and zone one handyman to each side of the park, in the early stages of the game, then later go up to six – that's one for each straight path.

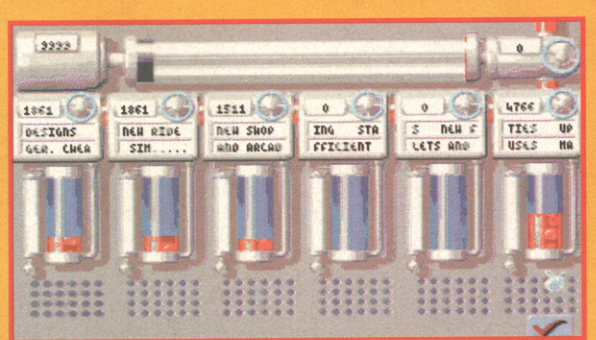
## SHOPS

Butt your shops directly onto the path. Then place the rides behind them.

## THE EDGES

Leave room on the edges of your park for your second wave of expansion. You'll want a second loop over the original.

**Your research policy will depend on what drives you. If you want to burn out in a fizz of glamour then spend it all on rides. AP, however, recommends the following spread of investment:s:**
**1/4 New shops 1/4 New rides 3/8 Amenities 1/8 Upgrades**



# ARK
# ER CLASS

## THE ROLLER COASTER CHEAT

**Your park gets its fame from your most impressive user-definable rides, so if you want the biggest, fastest, longest, highest and most expensive roller-coaster in the world, follow these simple steps:**
**1. Place your roller coaster doorway.**
**2. Build the smallest loop you can around it, using the least number of sections possible.**
**3. Open it up, and then close it down immediately. You've only been charged for a tiny ride.**
**4. You can now remove the puny loop and really go to town on the roller coaster, without spending another penny.**

### NOVELTY
**10** The novelty shops automatically theme themselves to the nearest user-definable ride. So that means guests leaving the roller-coaster, for example, are buying "I've been on the roller-coaster" T-Shirts.

### SICKLY
**11** Avoid building food stalls too close to your more thrilling rides, or you'll be in a whole world of vomit trauma.

### PAY YOUR WAY
**12** Every time you place a new ride, get into the habit of increasing your door price immediately.

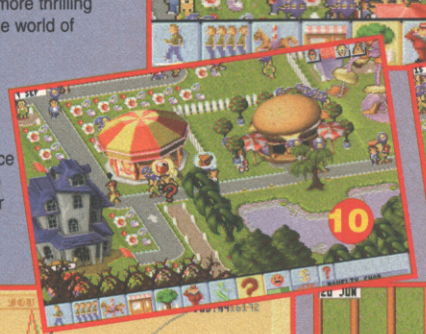
● *JAMES BINNS*

### THE BIG ATTRACTION
Save your biggest ride for the depths of the park. That way your guests will have to walk through all your stalls and shops to get there.

### SIGN POSTS
**7** Put a signpost to your star attraction by the entrance to the park. Clicking on sign posts again changes the direction they point in – there's nothing wrong with the odd white lie.

### RUBBER-TUBING
**8** The key to making a decent flat track ride is to put in as many turns as you can. Bridges to go under and trees to go past are equally groovy, and sure to pull in the crowds.

### THE BOGS
**9** Keep your toilets away from food-stalls. They'll lower the quality of the food, although make toilet-going a more pleasant experience.



# PGA TOUR GOLF

**Frank Sinatra once sang 'It went straight down the middle'. And so you can see what happens when you use our top guide to PGA European Tour – even internationally famous mega-stars get affected.**

Now, you wouldn't think that there'd be a lot of problems with playing *PGA European Tour Golf*, and you'd be absolutely correct. But if you want to start winning some money, maybe even a tournament or two, then you might want to know about things like Draw and Fade, or even how to combat those annoying blustery winds. So follow these top golf tips, and you can finally tell Seve Ballasteros where he can stick his five iron. (*Ouch! – Anatomically Correct Ed*)

## CLUB SELECTION

This is the first part of the game you'll need to alter to your own specifications. Everyone will have their own idea of the perfect set of clubs, but this isn't real life, it's a game. You need a driver, another wood (preferably a three) for the long Par 5s, and a full complement of irons to survive the rigours of the holes ahead.

## DRIVING

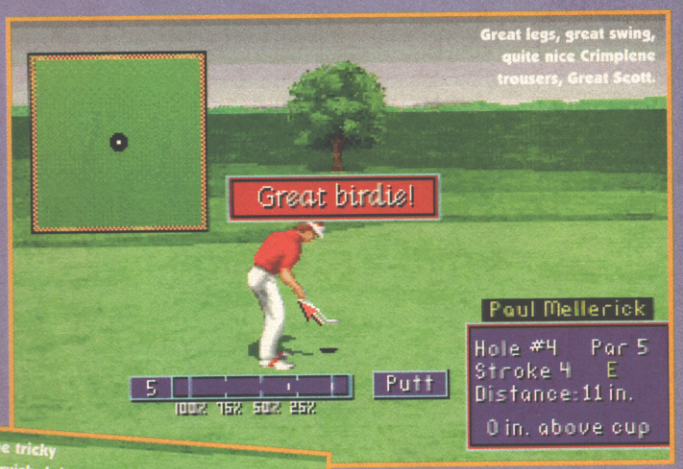
Your first shot, and obviously you need to get it right. On Par 3 holes, you need to get on the green in one shot, and the game will usually select the best club for the job (see Club Selection for more details). On Par 4 or 5 holes though, you will need to use some real tactics. For a long Par 4 or Par 5 hole, you will almost definitely need to use the overswing (that's letting the power meter go past the 100% mark). Get a decent wind behind you and you can start hitting those drives past the 300 yard line, and on par 5 holes you can even get on the green in two shots, giving you a good chance for an eagle. But when using overswing you've got to be careful that you hit the ball right on target or you will get some wildly unpredictable results (usually sending you way off course). This is why on smaller Par 4 holes, it's just not worth the risk. Practise your timing though, and you'll be onto a winner.

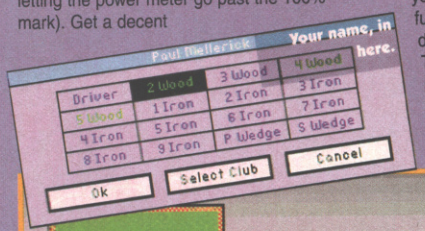
## WIND

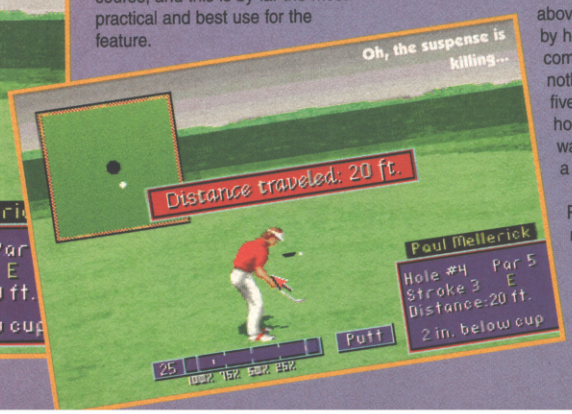
You'd think that this would be one of the most difficult aspects of the game, especially when it's blustery, but in fact it's very easy to get used to and you can even use it to your own advantage. Once you've pressed the mouse button to take your shot that's the direction and speed you've got to cope with. Yes, you can get caught out by the odd gust, but that's why, once you've set up the shot, you should study the wind-o-meter for a few seconds. When it's stable, hit the thing.

You'll also soon learn that anything over 10mph will put a serious curve on your shots and either push the ball further on or drop it short depending on the direction. There's no set formula for how much extra you can get from a shot, or how short it will fall, it's simply a case of preparing for it and not getting it too wrong.

With winds cutting straight across you though, you can use the Draw/Fade option to try and bring the ball back on line and end up with a relatively straight shot (useful on fairways when approaching the hole). Quite simply, every point on the Draw/Fade scale is equivalent to about 5mph worth of wind. If you've got a wind direction of 15mph going west, you will need to fade the ball. Move it three notches up the scale and then take the shot. You can, of course, use Draw/Fade to bend balls around corners in the course, and this is by far the most practical and best use for the feature.








## PUTTING

Right, so ideally you're on a par five with a cross wind of 15mph, and you've used all the tricks and tactics described here to get on the green in two shots, and you're in with the chance of an impressive eagle. (Wow. 2 under par for the hole). Now you're at the tricky part – putting.

Some holes are bumpy and hilly, others seem flat but are, in fact, either hills or slopes. You need to be careful and canny when choosing your shot and power. Always (and I mean, ALWAYS) have a look at the run of a hole (you might, for instance, notice a dip right after the hole that could send your ball way off course), and then act accordingly. Also, don't always hit a deadly accurate shot as the roll of the green can have a devastating effect. If the green rolls to the right, hitting the ball early will combat much of the roll, giving you a better chance to get nearer the hole. You also need to check whether you're above or below the cup, and by how much and then compensate. There's nothing worse than being five feet away from the hole, hitting the ball and watching it trickle to within a few inches of the edge.

And that's it really. Practice does, of course, make perfect, but with these hints and tips you should see your name up in lights, twinkling away, real soon.

● *PAUL MELLERICK*

Disney's

# THE LION KING

Disney's The Lion King brings to life the majesty and mystery of Africa through the tale of Simba, a lion cub faced with the challenging transition to maturity. Now in this video game you can be part of the adventure. Driven into the wilderness by his evil uncle Scar, Simba finds salvation with Pumbaa the warthog and Timon the meerkat, and his education begins.

Disney

Virgin

**Amiga**

Disney's

# THE LION KING

Tackle heinous hyenas in the elephant graveyard, avoid the trampling hooves of stampeding wildebeest as you battle through 10 levels to ensure Simba claims his rightful place as The Lion King.

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Screen shots may be from a different version

Disney

Amiga

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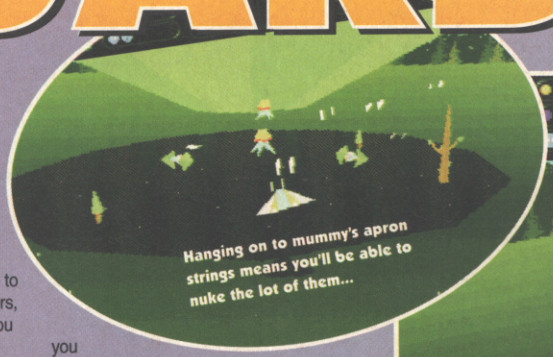
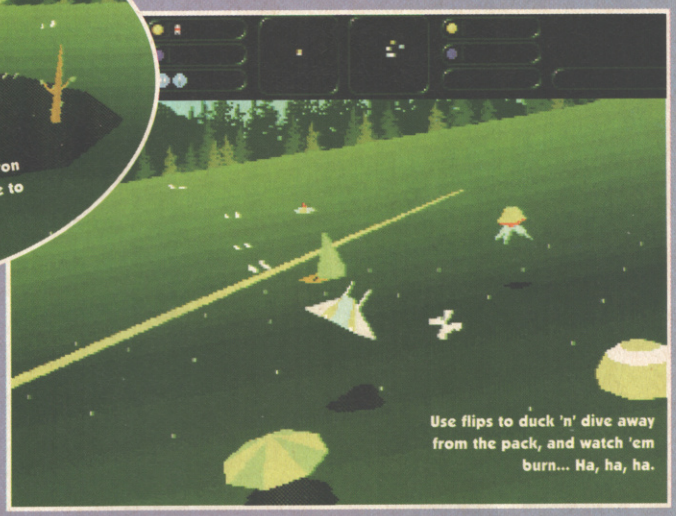
# GUARDIAN



## Er... Protect the skyways with a newspaper?



Hanging on to mummy's apron strings means you'll be able to nuke the lot of them...



Use flips to duck 'n' dive away from the pack, and watch 'em burn... Ha, ha, ha.

Folks, I hate Complete Control. I loathe the thinking behind it: that after spending anything up to £40 on a game, you, our readers, have no desire other than to let us tell you how to finish it. What are you, stupid or something? Or what? Why not just pay us £40 to describe the end sequence to you?

I was therefore 'delighted' at the prospect of 'doing' *Guardian*. It being 3D *Defender* and the best CD32 game ever, I could think of nothing more 'enticing' than to destroy the fun of it for people who couldn't be bothered playing the game. There were strong counter-arguments, of course: that unlike, say, a point-and-click game there was no 'solution' to *Guardian*, and that any tips would therefore be general and helpful rather than comprehensive and ruinous; and that liking the *Space Themes* CD forcefully denied me the refuge of principled railing. It is, therefore, with great reluctance that I describe a few techniques and hints to save you bothering coming up with any of your own.

## GENERAL

The two best pieces of advice on playing *Guardian* (aside from, you know, playing it) are: go for the long, high angle, and don't thrust when turning. The default view is all very well, but you can't really see what's going on. I habitually start the game, fly straight upwards, then pull the view up and back until the horizon is almost (but not quite) off the top of the screen. This way, you get a clear look at the surrounding area. The drawback is that when you dive to ground level you can't see anything at all, but it's terribly exciting jinking at speed between looming buildings.

Turning. Jam down the thrust button when flying straight by all means, but releasing it as you weave produces a far tighter turning circle. Your momentum will carry you forwards for the quiet second, and the near right-angle move baffles pursuing monsters.

## SPECIFIC TIPS

- Collecting power-ups is a horribly tricky business. The only way to do it consistently is either to fly straight at a bomber, blasting it at the last second so you instantly hit the power-up, or to wait for the power-up to land and settle, and then swooping down on it. If your shield is at full strength when you get the shield power-up, you get a bonus of dual lasers.

- The monsters are largely stupid and if chasing you will float together into a group. Weaving slightly and varying your height will prevent them from locking on to you (flying straight and level is an amazingly stupid thing to do), and if any get in front of you (the circus tents and tanks, for example), diving, hitting reverse and then raking them with fire teaches them the fatal error of their criminal ways.

- I tend to stay away from the flip manoeuvre, relying instead on tight turns: the thing about flipping is that on the later levels where there are dozens of buildings, it's extremely likely you'll crash into one as you shudder backwards coming out of the flip. There is, however, one fantastic stunt you can pull with the flip, and that's to wait until you're being chased by a pack and then flip and dive. Many of the monsters will smash into each other confusedly, and you'll go right under the rest to see them smash into each other trying to turn in no space. Hurrah!

- The mothership sequences are randomly difficult. At best you can just hold down fire and step left; at worst, loads of monsters will appear.

Since you're in the middle, every shot they fire automatically hits you unless you bob up and down. So bob up and down. While stepping left and holding down fire, natch.

- Save your smart bombs. By level four you won't get a chance to hunt the bombers – all your energy will be channelled into staying alive. So follow the mothership and nuke the lot as they appear. Remember – anyone can get 100,000 by hanging around on level one and shooting monsters. The trick is to get 100,000 by reaching level six.

- And the simple, obvious ones: don't pepper a target because the strays may hit a building; don't launch missiles at zero feet because they'll crash (similarly, don't hoard them, but fire them instantly if there are bombers on the radar. Missiles ensure a bomber kill, and that's A Good Thing); and on a new level invest in flying high and shooting once at an unfamiliar building. If the shot goes over, so can you.

- *Guardian* – the game of champions. And I'm still the best at it.

● *JONATHAN NASH*

Smart bombs are for smart guys. Save 'em up for level four when you can nuke everything.

They're quite attractive colours, aren't they? Turquoise, yellow, green, red. Lots of green.

# HAMPERED?

Then you may well need...

# THE LAST RESORT

with Rich Pelley

**Nnnnnnghhh. Hnnnnnnnnaaarrrgh. Jjjtttxxxeeeskkkiiiii. No good? Then maybe Rich Pelley can help.**

With all due respect to my creative talents, it has to be said that the standard of introductions to The Last Resort has plummeted somewhat over the past few months, from what was rather a low in the first place. The obvious solution (my immediate resignation and suicide) beckons as ever, but then it suddenly struck me – why not sell off the relevant 10 x 5cm as advertising space? My Dad offered me a fiver if I could sell his lawnmower, whereas JD insisted I ought to plug his Every Amiga Game Ever book. But – hey! I thought – this is my column, so I may as well use the wide open spaces to plug my own publication – the Big Amiga Power Book of Every Amiga Tip Ever; every tip, code and solution in existence – which I, er, plan to compile. It'll be every true gameplayer's delight and, well, you can read more about it next issue.

## LOOSE ENDS

Grigori Efimovich, also known as Rasputin, was a Russian peasant and mystic who became a powerful and notorious favourite in the court of Tsar Nicholas II.

**Q** "I know about the cheat in HEIMDALL 2 about using the Operation and Detection runes *(Place the two runes in the spell book, activate them as normal and your party will become invincible. – Rich)*, but I have every rune except the Detection one. Where is it?"
**R Headley, Cheshire**

**Q** "On UNIVERSE when we get to Silphinaa's house, she lets Boris in, talks to him but is then killed by a robot and the game is over. We've got a sharp bit of metal, a bent metal bar and a fast food container. What next?"
**Mat Fenton and Steven Ham, Dunstable**

**Q** "Have you got any codes to get me past the level with the Madman's yacht on DESERT STRIKE?"
**Mark Blackburn, Cleveland**

**Q** "I am hopelessly stuck on the Newtown map on A-TRAIN. I can't get the simulation to build residence after going through the process so could you help me on my quest to complete the game."
**Ross Hinkes, Wakefield**

**Q** "How do you do the boss on level two of R-TYPE 2?"
**David Wilby, Birstall**

**Q** "INDIANA JONES AND THE LAST CRUSADE. But how do you get through the gate into the room with the caskets beneath the Venice caff?"
**John Anderson, London**

**Q** "In LEGENDS OF VALOUR I have gathered the four skulls, the Amulet of Defence, the Orb of Vision and the Calling Book, and have called the Demon. He gives me a key to old King Wilf. I have found Wilf and he says that he is to be reinstated thanks to me. But once I get back to the surface all I can do is ask 'Where is Sven?' and everyone says that he has left town. Eh?"
**Oliver Hill, Aylesbury**

### INDIANA JONES AND THE FATE OF ATLANTIS

**Q** "Rich! Help! I'm really bad at playing adventure games, and I have a problem. In the Team path, when I fly the balloon, where do I land? The Nomads don't help me much."
**Kacper Wysocki, Norway**

**A** "Really bad"? You must be *("Totally useless" – Ed)*. All you have to do is to land at the first camp you come across, show the Nomad the map and then head off on the bearing he gives you. Continue landing, asking directions and following bearings until you are told that you are "very close", at which point an 'X' will appear on the map – the point to finally land on.

### CADAVER

**Q** "On the third level, whilst attempting to find the white powders for the king, you need four gems to be put into holes. I can only find three – one in the strongbox in that room and two from the room with the moving coins. Where is the fourth, please?"

**A** You should have got it from the Royal Maze, when you visited it during the second quest on this level. Remember the bit where you placed the four red candles in the four red circles, put the handle in the lever slot, teleported back to the candles, found the chest and opened it up to find the ring and some gold? You do? Well from here you should have headed off to open the casket with the ring, but if you press the Right Button in the room before the casket, you'll get the gem you're after as well.

### RAINBOW ISLANDS

**Q** "The cheat codes: am I the only person who can't get them to work? Which title screen do they have to be entered on? The main picture? The intro one where you select 'continues'? The map of the islands? Do they have to be in capitals? And do you have to press RETURN? Can you only enter one? Do they only work on certain versions of the games (i.e., have they been removed from the Hit

# CASES CLOSED

The uvula is a small mass of muscle covered by mucous membrane that hangs down from the middle of the soft palate at the back of the mouth.

## BENEATH A STEEL SKY

**Q** Mark Gibbon of Tyne and Wear was having problems blinding the first eyeball with the tuning fork (zapping himself out of LINC-SPACE every time he tried) whilst Daniel Pipe of Tunbridge Wells could get Joey up and running but kept getting stuck trying to swing into the room (as he was told to do in AP38).

**A** From a phone box at the front of just such a short pier Steve McGill had suggested I took a long walk off as I questioned him on the inaccuracies of the solution he provided for us in issue 38, I phoned Steve Mann of Virgin to see if he could throw any light on the above two readers' requests. He could.

"The first eyeball will remain blinded for about twenty seconds. Provided you make it to the maze and tuning fork within this short time, you will successfully be able to pick up the fork and take care of the eye accordingly.

"The second query is a little more ambiguous, but here's my guess at what you are doing wrong. Firstly, don't bother trying to get Joey to follow you – he will automatically appear in the room once you have entered it. You must have the tissue on you when you enter the room. As it too has the virus, you will need the tongs (from between the tank and the door) to pick it up. Drop it in the liquid nitrogen and feed it as quickly as possible to the respective orifice."
**Steve Mann, Virgin**

## KGB

**Q** And whilst I was at it, I thought I'd push my luck by seeing if Steve could help out the two lovely ladies from issue 42 who were stuck on KGB. Vicki Slade of Surrey kept getting shot in Chapkin's recording studio...

**A** "Before Chapkin comes in, set your mini-recorder to voice-activated playback and place it on your bed. Then, when he questions you in the shower, choose the reply which says something like, 'I'm ready to talk.' The word 'Talk' is the countersign to activate the tape recorder, distracting Chapkin and giving you the chance to knock him out, inject him with the truth drug loaded in the syringe in his pocket, and question him."
**Steve Mann, Virgin**

**Q** ...while Emma Clarke of Portsmouth wanted to know how to get into Anatoil Styenko's flat on floor two of the Kurst Street Apartments.

**A** "No need! Having visited apartments seven, five, four and the meatshop, go to apartment six, talk to the guy, and head off for number eight."
**Steve Mann, Virgin**

## PUSHOVER

**Q** Verity Whitting of Petersborough promised her last Rolo (steady) to whoever could help her out on level 13.

**A** "When you come out of the door, pick up the first block, walk right and fall off the edge with it. The block will now stand in the empty space, so leave it and head down to the lowest floor and push the blocks from the left hand side so that they fall to the right. The exit door will open and the level will be complete."
**Maciej Pierzchala, Abbey Wood**

## JETSTRIKE

**Q** Last issue, Antony Horner of Huddersfield claimed to have been shot down by an alien space craft and given some sort of futuristic jet as a replacement. "Any idea what he's talking about?" I asked Cam (who, when he's not thinking about guns, riding his motorbike or, er, listening to Enya, is rather partial to a shot or two of said game). "None at all," he replied, "But tell you what – I'll phone up the programmers and ask them."

**A** And here's what we discovered. If you fly at a high altitude along a straight line, in every frame there is a one in eight hundred thousand chance (or one in a million on the CD32 version) of a UFO appearing. This, according to my entirely dubious calculations, means once every five and half hours or four hours twenty six minutes for the two versions respectively. But if one does appear (which I think we can simply conclude isn't going to be very often), the aliens are so embarrassed about accidentally shooting out of the sky that they lend you one of their planes with some pretty impressive statistics – extremely high manoeuverability, a chain gun with six times the power and a 32,000 pound payload under each wing.

And if you also manage to bomb Stonehenge, you will be cursed by the Druids and it will be cloudy for ever.

## EYE OF THE BEHOLDER

**Q** Mrs Jackie Smith of Sheffield wasn't having much luck getting off the ground in the original BEHOLDER. "Okay, Mrs Smith", writes Marc Ames of Wellingborough, "Here're a couple of pointers to get you started."

**A** "a) PARTY SELECTION Choose a Paladin, a Fighter/Cleric, a Fighter/Cleric/Mage and a Fighter/Thief. Don't worry if your Clerics and Magic Users seem to be a bit slow gaining experience at first because there's plenty of time later on. Equip the front row characters with two weapons, or use bare hands for second attacks – the enemy won't strike your people too often. And use the Modify button to maximise your parties.
b) COMBAT Use of the mouse button is essential. To avoid taking any punishment during combat, move around in squares, make an attack then move until your characters' weapons are ready to make another onslaught. If you are set upon in a corridor, make your assault then keep moving back. And when fighting enemies who cast spells, nip behind a corner to shield yourself.
c) AND DON'T FORGET: walking sideways down a corridor can help locate button. And keep an eye on the compass because some areas can twist you around."
**Marc Ames, Wellingborough**

## EYE OF THE BEHOLDER 2

**Q** Rich Duffy of Slough couldn't find the South Wind. "Where's the wind?" he asked. "You know – the South one."

**A** "The South Wind Horn is located on level three of the Catacombs. To find it, first make your way south to the room with the six pressure plates. Place an object on the four corner plates, step on the plate in the centre and a door opens. Now drop another item to keep the plate weighted down and open, walk on through and press the secret button on the east wall.

Follow the passage, kill the margoyles, open the three north-facing doors (for which you'll need one Spider and two Darkmoon keys), and the horn is in the east wall at the foot of the stairs."
**Mr S W Greenham, Portishead**

Squad re-release)? Please help – I've had this game for a couple of years now and I'm just about ready to chuck it in the bin because I still can't get past the baddie at the end of Monster Island. Yep, that's how sad I am at games."
**Paul Fillery**

**A** Yes – I think you might well be. (The only person who still can't get them to work, I mean. No, honestly.) In case you had forgotten, here are the codes again.

BLRBJSBJ – Permanent Magic Shoes
RJSBJSBR – Permanent Red Pot
SSSLLRRS – Permanent Yellow Pot
BJBJBJRS – Hint A
LJLSLBLS – Hint B
SJBLRJSR – Hint C
LBSJRLJL – Book of Continues
RRLLBBJS – All hidden bonuses become money bags
RRRRSBSJ – Both of above

Type the code of your choice on the Rainbow Islands title screen after the rainbow has begun to flash. Do not press SHIFT, or RETURN. You can only choose one at a time – a large version of the relevant object will be shown on the credit screen. In order to complete the game (I've but come close, but still haven't) you'll need the Book of Continues to allow you to continue after Doh Island (otherwise, once past this island, it's Game Over irrespective of credits as soon as you lose your lives). And I can't see that they would have been removed from the Hit Squad version, since the codes are actually given to you one at a time along with the big gems in the secret rooms at the end of each level (entered by collecting the small gems in order). But, as ever, I could be wrong.

## ALIEN 3

**Q** "Cheat?"
**Dominic Conneally, Plumstead**

**A** "Please?"

**Q** "Please?"
**Dominic Conneally, Plumstead**

**A** "Select 'HARD' and six credits from the option screen, then in-game press SPACE and 'N' simultaneously which should propel you up a level.

**Q** "Thanks."
**Dominic Conneally, Plumstead**

**A** No problem.

Well, blow me if (thank goodness) I don't have to think about writing another Last Resort for a whole four weeks. A query or answer is far more likely to get solved having been encapsulated in an envelope and sent to:

**The Last Resort,**
**AMIGA POWER,**
**30 Monmouth Street,**
**Bath BA1 2BW**

than bottled up inside your head, so think about it, and get writing. To me, that is.

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### AP32 - DECEMBER 1993

It's back! After months of languishing in 'sold out' oblivion, a few unsold copies of the official Best AMIGA POWER Of All Time have been discovered under a tarpaulin in the basement of Future Publishing. And boy, is it a good 'un. Once you're past the hastily redesigned cover you're into Cam's legendary *Cannon Fodder* review, a touchingly optimistic *Rise of the Robots* preview, that controversial *Frontier* review and a great We're Gonna Have A Real Good Time Together feature. And don't forget a cracking pair of coverdisks, with *Cyperpunks* and *Wiz 'n' Liz* demos and our great *Nipper* game. Truly one of the mightiest APs ever conceived.

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As voted for by the readers of AP.

1) Issue 32
2) Issue 37
3) Issue 28
4) Issue 33
5) Issue 30

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**AP20** – A porky 148-pager, with out first ever Readers' Top 100.

**AP30** – Driving games special. And (ho ho) a TFX preview.

**AP03** – Blimey, this is going back a bit. With man in smart shirt on cover.

**AP23** – Simply for the Who Do We Think We Are human pyramid.

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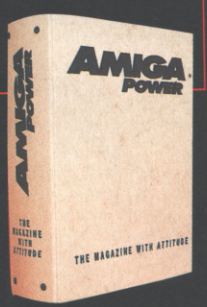


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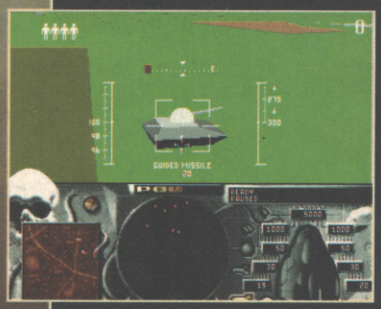

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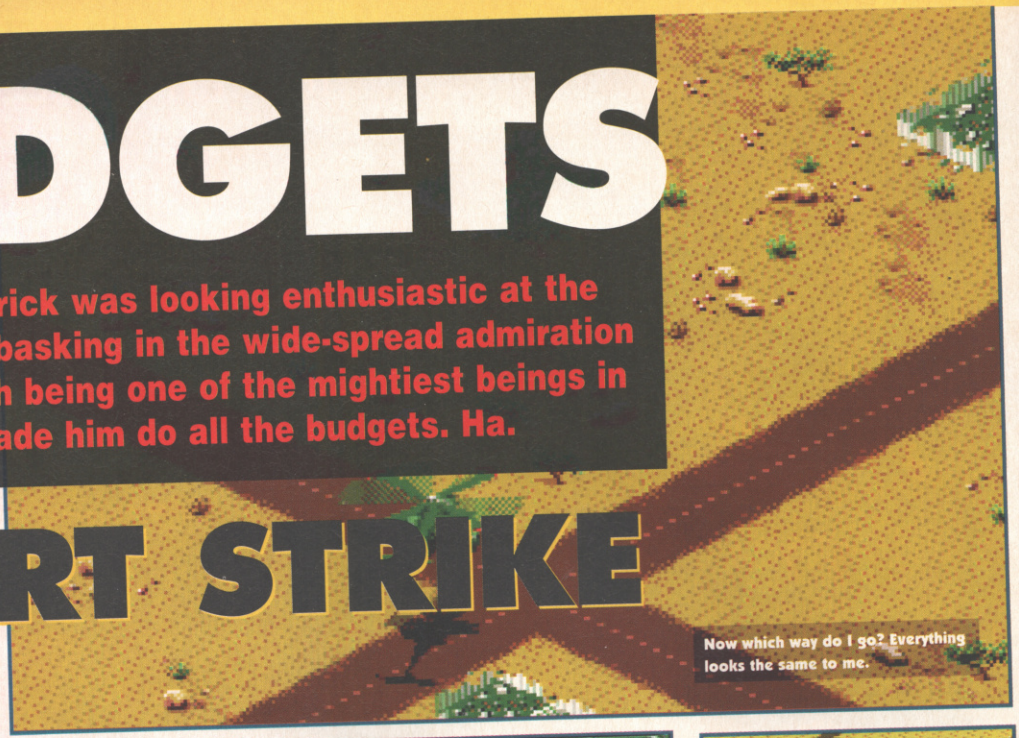
# BUDGETS

**New boy Paul Mellerick was looking enthusiastic at the start of the month, basking in the wide-spread admiration that goes along with being one of the mightiest beings in the world. So we made him do all the budgets. Ha.**




# DESERT STRIKE

**Runs On:** A500, A600, A1200
**Publisher:** The Hit Squad
**Price:** £13
**Release:** Out now

We just can't get enough of helicopters. Definitely Cam's favourite mode of transport (if someone invented a heli-bike, he'd be in heaven), they also make good when they appear in games. *Zeewolf* proves this, *Jungle Strike* probably will do, and it all started with this one. *Desert Strike*. And boy is this good.

Ah, but what makes it so good? Personally, I think it's originality. *Desert Strike* first came out on the Mega Drive, and was just the kick in the pants that the machine needed. It was big, brash and very bold, but also incredibly playable. It finally gave the machine a top quality shoot-'em-up, along with a whole new style of game. Not long after, the Amiga version appeared – bigger, better, louder and, more importantly, tougher.

It's not very often that a game comes along that's so complete in every aspect that you almost feel guilty about playing it for too long *(Er... no. – Ed)*, but *Desert Strike* is one of those games. Although you could accuse the graphics of being samey, remember that this is set in the desert, so sand is going to play a major part in the proceedings. And this lack of background detail is more than compensated for with amazing attention to detail on foreground objects (the helicopter, tanks, buildings etc) and by the over-the-top, highly pleasing explosions.

The explosions, though, wouldn't be half as impressive if it wasn't for the sound (KA-BOOM!). If your ears are used to more subtle sounds you can always settle for the more realistic rumbling of tanks or the desperate cries of 'over here' coming from your Missing-In-Action buddies to get your fix.

Finally, there's the gameplay. Initially intimidating, eventually highly rewarding, there's just the right amount of forethought needed to give you a little bit more from a shoot-'em-up without it turning into a slow-moving strategy game.

Add to all the above the fact that, even with passwords to save those first-level blues, you won't be able to finish this in one sitting (or even ten sittings, for that matter), and you'd be right in guessing that this is a top class shooter and no mistake.

But wait! *Jungle Strike* is coming out any minute now (review next issue, hopefully), so is this really worth considering? Yes. Buy this, play it lots, finish it, and then check out *Jungle Strike* next issue. Even if you end up buying both games, you won't be disappointed.

## THE BOTTOM LINE

Great games don't age. And *Desert Strike* is still as fresh, fun, impressive and exciting as ever.

**91** PERCENT

# PGA TOUR GOLF

**Runs On:** A500 (1Mb), A600, A1200
**Publisher:** The Hit Squad
**Price:** £15
**Release:** Out now

It's been my great pleasure to have put together a small player's guide to the latest in the PGA series, *PGA European Tour Golf*. And returning to this original version a couple of weeks later really showed how much the game has changed. Just take a quick look at the graphics for *European Tour* and then have a look at the screenshots on this page. Big difference, eh?

But hey, graphics don't make a game, and if there's one thing *PGA Tour Golf* has lots of, it's gameplay. The straightforward click-click-click hitting system, the attention to detail, the number of courses (seven with the data disk) and the all-round top-quality presentation gel together perfectly to form an enthralling and exciting game. Yes, golf can be fun.

And it's cheap too, especially considering it comes with three extra courses and tournaments. The only problem I have with the game is just how good the latest *European Tour* version is over the original. I can't help but the get the feeling that someone buying this, and then seeing or playing the new version is going to feel suddenly very inferior indeed. This doesn't take anything away from how good the original game is, it just shows how much games have come on in the last few years. Still, if you're after a cheap, playable golf game, and you can put up with aging graphics, and you don't have a tendency to get jealous of other people's new games, you'll love this.

**THE BOTTOM LINE**
If *PGA Tour Golf* were a TV programme it would be the Tom Baker period of Dr Who – not great to look at and starting to show its age, but still great fun.
**80 PERCENT**

# MONKEY ISLAND 2: LE CHUCK'S REVENGE

**Runs On:** A500, A600, A1200
**Publisher:** Kixx
**Price:** £17
**Release:** Out now

What can I say about *Monkey Island 2* that you don't already know? It's been around for donkeys years, it's the sequel to *Monkey Island*, and it's consistently been in both our Top 100 and the Readers' Top 100 as well.

For those of you who don't know, it's a point-and-click adventure game set in the days when a man was judged by what he could do with his sword. This means loads of pirates, loads of ships and lots of ale.

The game has a fabulous sense of humour (rare in being genuinely funny) and some great puzzles, and is one tough game to finish.

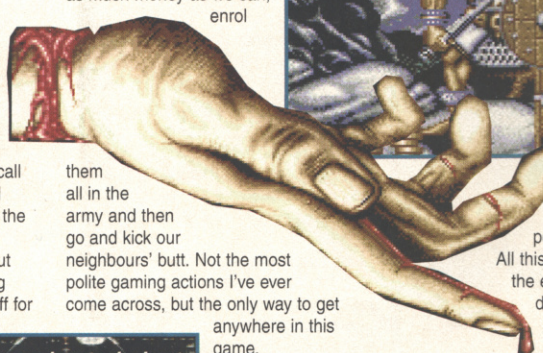
Everyone should experience a game like this, and so if you haven't got round to buying it by now, don't miss it at this price.

**THE BOTTOM LINE**
Only a tiny review – you'll have heard plenty about *Monkey 2* already – but it truly is a cracking game that makes an excellent budget buy.
**90 PERCENT**

# REALMS

**Runs On:** A500, A600, A1200
**Publisher:** The Hit Squad
**Price:** £13
**Release:** Out now

Go forth and fight! Now that's what I call a game. Let's forget about peace and harmony (although that is the goal of the game) and get down to the basics – namely a good old scrap. Forget about forming alliances, forget about looking after your people, let's just rip them off for as much money as we can, enrol them all in the army and then go and kick our neighbours' butt. Not the most polite gaming actions I've ever come across, but the only way to get anywhere in this game.



As you can tell from the 3D overhead viewpoint, this is a god sim. Only it's not. You see, while games like *Populous* give you god-like powers (how else do you describe the ability to create a volcano?), *Realms* is different. You're a normal bloke, with normal people at your disposal. All this really means is that in the end, winning is down to defeating your opponent in pitched battles and generally killing more of their men than they kill of yours.

All this needs to be financed, of course (living in the real world and all that), and so you need to tax your citizens and put the money to good use – there's no point having a cracking army of 15,000 people if the rest of your citizens are starving. Not only is this a bit dangerous for them, it might also incite them to revolt, losing you valuable territory. And so the game commences. You fight, you win, you fight, you lose, you buy things, you sell things and you keep going until all the realm is yours. It starts off easy, and then gets harder and it's not bad fun. Sort of.

The whole package is nicely put together, with various screens to interpret the action ranging from close-up battle action to a distant overall picture. And there's even a good little theme tune going on in the background as well. But there's a severe lack of different things to do, and once you've got the hang of the initially awkward menus and things, you quickly work out what needs to be done and do it. And there's not much more to it than that.

What the game sets out to do, it does very well, but *Realms* is so severely limited – all you do is build cities, buy food and make armies – that a few goes later you're not really interested any more. It might just appeal to hardcore strategy fans, especially at this bargain price, but it's too limiting and too boring for me.

**THE BOTTOM LINE**
It's a basic strategy game and once you've grasped the concept, you've mastered it. Good fun to start with, but very soon becomes rather dull and samey.
**57 PERCENT**

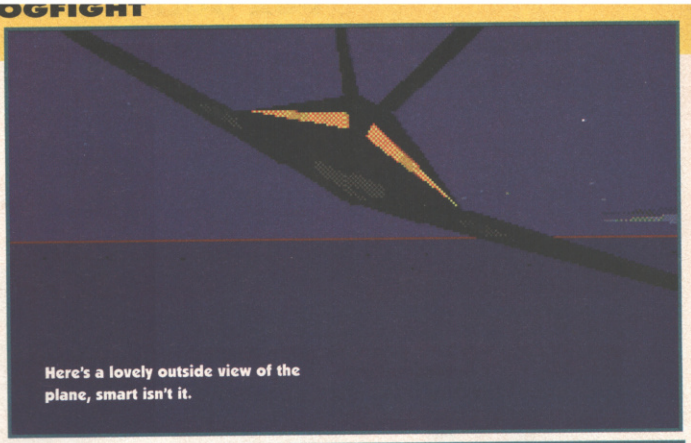
100

# F-117A

**Runs on:** A500 (1Mb), A600, A1200
**Publisher:** Powerplus
**Price:** £17
**Release:** Out now

Ever tried to actually pick up a flight sim and play it without reading the manual? I have. Not because I think I can fly a stupidly expensive aeroplane without knowing anything about it, I just can't stand manuals. They're always bogged down with descriptions of what keys do what and how much a missile weighs and how far it will go. Eventually you do have to read them, but with F-117A and its step-through training missions, you won't get bogged down trying to remembering which key does what. A nice touch, methinks.

Once you've cracked the training, you can then move on to the guts of the game, and believe me there's a lot of guts. Loads of missions, loads of theatres (why are they called theatres of combat?) and loads and loads of enemies to blow up. It's still a very complex game, so experienced simmers (is that the right term?) *(No. But it'll do. – Ed)* will like it lots, but it's definitely one of the very few sims I'd recommend to the uninitiated, simply because of the unpatronising and uncomplicated way it breaks you in.

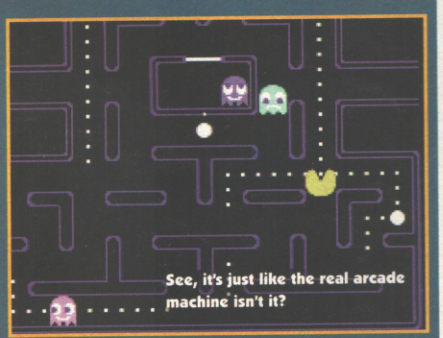


For the record, the graphics, sounds and all that are great (c'mon, what did you expect from Microprose?) and it plays very nicely indeed. There's no doubting that this is a top budget release worthy of a place in anyone's software collection – and for me to say that about a flight sim is about as high a recommendation as you can get.

**THE BOTTOM LINE**
It's the usual polished Microprose flight sim stuff, and thanks to a fabulous training mode it's one of those rare beasts that should appeal to all types of gamers. Don't be scared. Give it a go.
**84 PERCENT**

# PUCMAN

**Runs On:** A500, A600, A1200
**Publisher:** Augenblick Designs
**Price:** £6.50
**Release:** Out now




It's *Pacman*. And if you don't know what that's about, it's a maze game. It looks like the old classic arcade machine and it sounds like it as well, and although it doesn't play 100% like it (all those years spent learning the movements of the ghosts won't help you here), it's still a damn good game.

There also a *Pucman Plus* game with some nice new power-ups and a simultaneous two-player (competitive or co-operative) mode to help give it that '90s boost. But there's a small problem with the difficulty, in that it's a bit hard.

By level four the ghosts only turn blue for about a second once you've eaten a power pill, causing you lots of problems. And as this is one of the major strategic parts of the original game, *Pucman* suffers a bit because of it. And that's a shame really.

**THE NOSTALGIA LINE**
*Pucman* looks, sounds and plays almost like the original.
**100 PERCENT**

**THE BOTTOM LINE**
But it's been spoiled by the difficulty. However, there is a two player mode.
**75 PERCENT**

**Augenblick Designs, 334 Marton Road, Longlands, Middlesborough, TS4 2NU**

# DOGFIGHT

**Runs On:** A500 (1Mb), A600, A1200
**Publisher:** Powerplus
**Price:** £17
**Release:** Out now

"Right, I'll have ten pounds on that vicious-looking Pit Bull in the red waistcoat. That poor little French Poodle doesn't stand a chance." Okay, so it's not about canines ripping bits out of each other, but you try introducing a game that's basically a flight sim with all the tedious bits taken out and replaced with lots of shooting instead.

Still, ignore my rambling and get ready for some amazing aerial antics. We all know the Amiga is a top machine for flight sims (see the review of *F-117A* above), but after a while they all get a bit repetitive and samey. Which is why *Dogfight* is very refreshing. It's a typical sim as such (nice 3D graphics, lots of detail and all that) but when it comes down to it, it really is just a fancy type of shoot-'em-up. You pick your plane, take to the sky, and try and shoot down your opponent.

Now this would get boring very quickly if it wasn't for the multitude of fighters you can get your hands on – covering 80 years of air combat, as it happens. So if you've always fancied piloting a Sea Harrier FRS-1 in combat against a classic Sopwith Camel *(My, the long winter evenings must quite literally fly by. – Ed)*, this is the game for you. As well as an ingenious concept, the game also features missions and the like to give it a bit more depth. But you'll spend most of your time on the head-to-head part of the game simply because it's the most fun.

This is a great little game and a real steal at this price. Anyone interested in shoot-'em-ups or flight sims will enjoy it immensely.

**THE BOTTOM LINE**
A top idea that's backed up by a brilliant selection of fighters to use, missions to give the game some longevity and lots of action. It's just a shame there's no two-player link up mode, really. Still, at this price, you'd be a fool not to.
**82 PERCENT**

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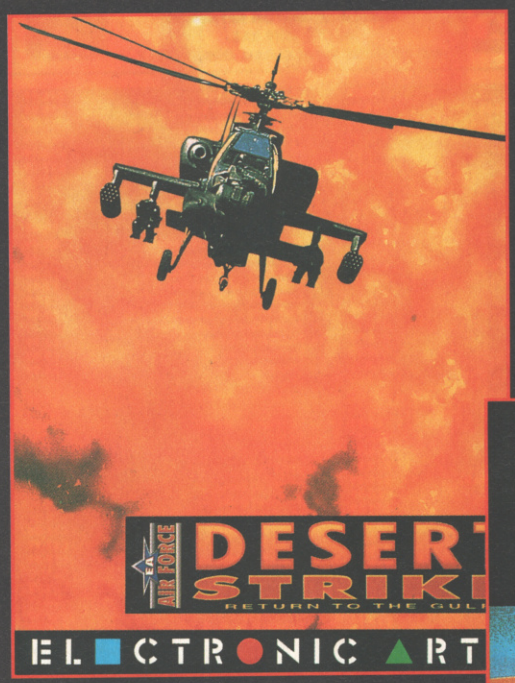


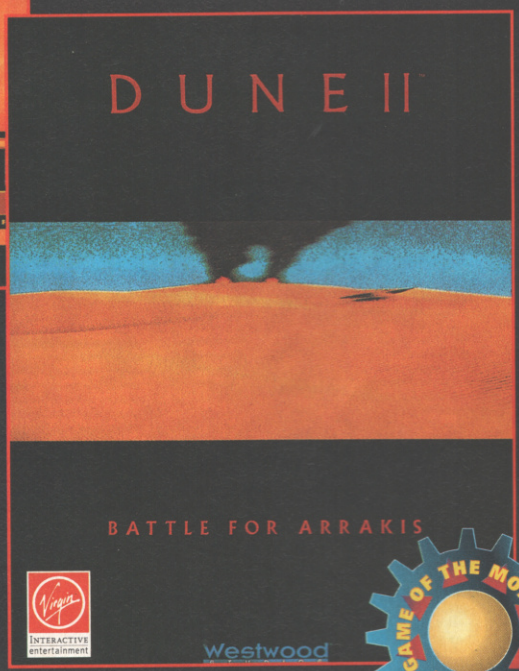


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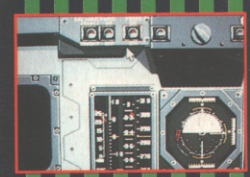

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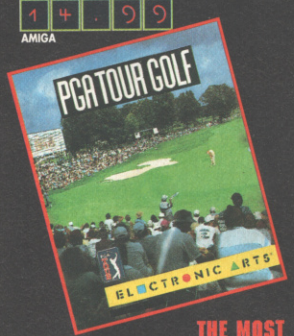


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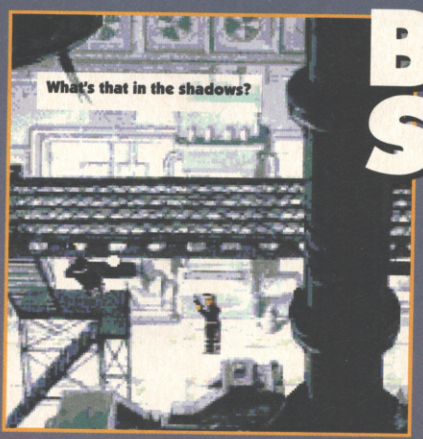
# HI-HO SILVER LINING

**Just two new-to-the-CD32 games this month, and a correspondingly compressed edition of Lining.**




## BENEATH A STEEL SKY

**Virgin/£30**
**Amiga version**
**85%, AP33**

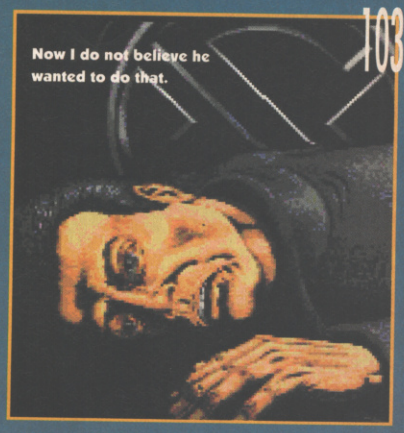
A great game and no mistake. Very atmospheric, with a gripping storyline, some comic dialogue and lots to do. But with 15 disks for the original Amiga version, and a fair amount of accessing time to load in new scenes, you would have to be pretty committed to enjoy it. Still, quality won the day and it's safe to say that *BASS* (for short) found huge popularity when it was released.

But the story doesn't end there. You see, there's this machine called the CD32 that can take CDs. And we all know that CDs can store loads of info (15 disks? No problem) and cool music as well. And if you're really lucky, you can have speech too. Guess what? Today's your lucky day.

Yep. Same game. Same lovely game. But now you can have speech instead of text. Or just text. Or both. The accessing time is also reduced, and there's no disk swapping. You still have a wait a couple of seconds for the next bit to be pulled of the CD, and you have to wait for the next bit of speech to be found on the disk. But these hold-ups don't cause any major problems, so we'll forget about them.

Although this isn't using the full capabilities of the CD32, it's using the CD to improve the original disk version, and it costs the same price. What more could you ask for?

● *PAUL MELLERICK*

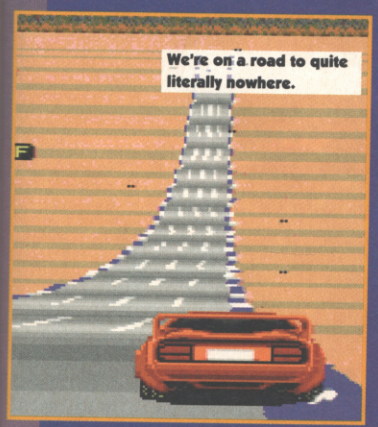



### THE BOTTOM LINE

CD32 Fabulous speech (loads of different accents) and reduced accessing time show that maybe CDs aren't such a bad idea after all. You'll love this.

90 PERCENT

## TOP GEAR 2



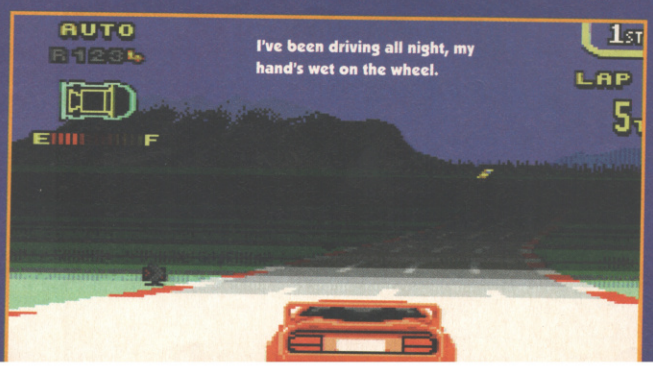

**Gremlin/£30**

Well, there's not a lot to say about this CD32 version of the A1200 game we reviewed two issue ago. It's really just exactly the same game. There's no fabbulous new intro, no more options or anything really. But what about the game?

Well, if you read Cam's review you'll know that it's yet another in the long line of racing games that do everything well, but nothing spectacularly. You throw the car around the tracks, braking slightly to avoid hitting the scenery or other cars, and then you finish the race. The graphics are okay, the game plays well overall, but it just doesn't offer any incentives or rewards for playing. If you're after a racing game for the CD32, I suggest you go for the *Lotus Trilogy* instead.

And if my memory serves me correctly *(It does. – Ed)*, that's very similar to what Cam reported in his recent review.

● *PAUL MELLERICK*




### THE BOTTOM LINE

CD32 A competent driving game and no mistake, but this doesn't offer anything more than the A1200 game, which is just another run-of-the-mill racer.

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# DO-IT-YOURSELF RALLY DRIVING!

## WIN A DAY AT A RALLY SCHOOL! AND 10 PILES OF POWERDRIVE

Driving cars fast and skidding round corners is lots of fun. But try it on a public road and it'll only end in tears. And pieces. Hence rallying, in which competitors get to drive as fast as they like along slippery forest tracks, wrapped up in so much safety equipment that it doesn't matter too much if they crash. No-one gets run over, either (except perhaps, one day, that irritating little man who does the commentary for BBC2's Top Gear).

But unfortunately rallying costs something like £40,000 if you want to 'do it yourself', which is just one of the reasons why US Gold are launching *Powerdrive* on the Amiga next month. It's a nifty-looking overhead-view rally game which we wrote about in issues 41 and 42, and which we very much hope to be reviewing next month.

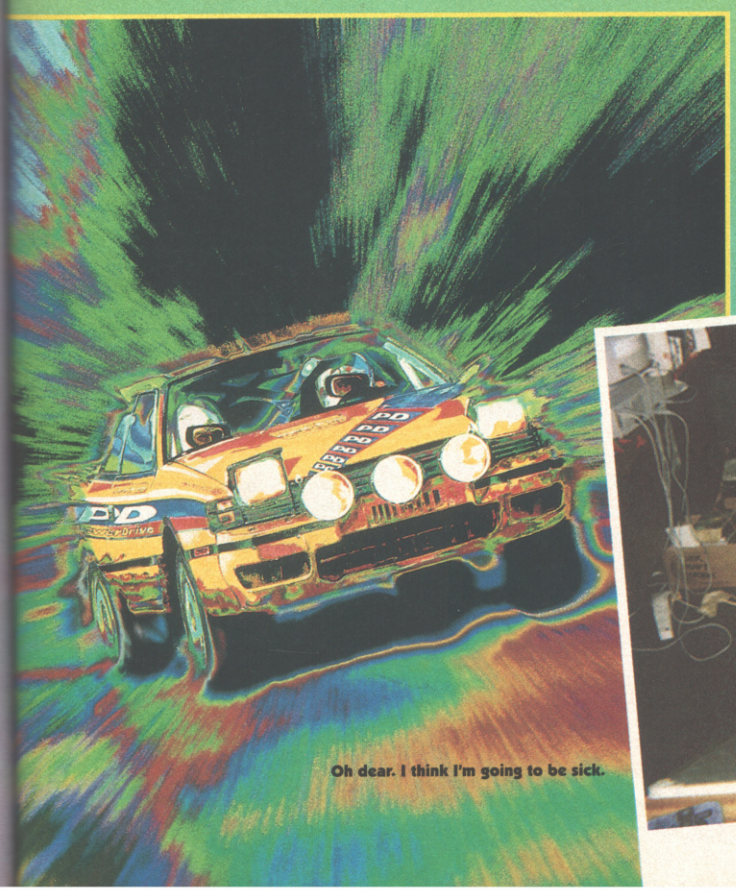
### THE PRIZE

But that's not all. As part of the general pre-launch *Powerdrive* excitement, US Gold are offering you the chance to 'do it yourself' for real. One of our readers can win a day at the Forest Experience rally school in Wales (the same place Jonathan went to in AP42), driving a real rally car through a wood at immense speed under expert tuition.

Our first prize winner will need to be at least 18 years old and able to drive (please state your age and whether you hold a driving licence on your entry), but if you're not, it's worth entering anyway as there are *Powerdrive* baseball caps, *Powerdrive* T-shirts and *Powerdrive* coach's jackets for the 10 runners up.

### THE CHALLENGE

To enter, you're going to have to prove your 'do-it-yourself' skills. We've constructed a ramp in the AMIGA POWER office out of some pieces of cardboard, a Nobo board and some sellotape (see photos). And we'd like you to build us a model rally car to roll down it. The ramp's got a ski-jump-shaped end, and the idea is that the car which shoots the furthest distance from the end of the ramp, under controlled laboratory conditions, wins. Your car hasn't got to look any good or anything, just be able to jump really far. And the only provisos are that it's got to be built completely from scratch (out of balsa wood or toilet rolls or something) – you're not allowed to simply modify an old Matchbox car or Airfix kit – and it can't be powered in any way. In our limited experience, the smaller and lighter the car, the further it'll go. (Jonathan's expensive, die-cast, 1/12-scale Ferrari 348 just fell off the end and the bumper broke. He hasn't said a word to anybody since. We're just leaving him alone to come to terms with it.)



Oh dear. I think I'm going to be sick.

### RULES

1. The first prize winner must be at least 18 years old and hold a full UK driver's licence.
2. Employees of Future Publishing and US Gold can't enter.
3. Entries must arrive by 31st December 1994.
4. The editor's decision is final.

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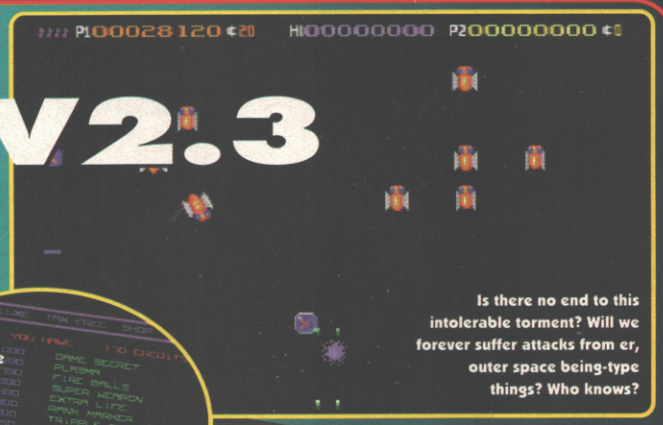
# PD

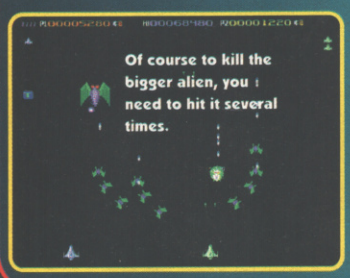
**Quality is a rare thing indeed. So when the young and dynamic Paul Mellerick brings you a whole two pages of quality reviews of quality games that cost you very little money indeed, you should feel very privileged. Very, *very* privileged. Go on, then.**

# DELUXE GALAGA V2.3




**OnLine PD**

Now you're all probably aware of this, but public domain is a very wonderful thing. Okay, it's not perfect – we've all bought something we thought was going to be great but turned out to be complete tosh – but when you get a playable, quality shoot-'em-up for just a ridiculously small amount of money you do start to wonder why you spend £25+ on 'proper' games. So about *Deluxe Galaga* then. Well, it's a shoot-'em-up. You shoot the alien spacecraft as they hurtle inexorably toward you in waves and then you move on to the next level.




Of course there're the usual power-ups and bonuses to collect, and in this latest version there's even a simultaneous two-player mode (yippee) for literally twice the excitement. This is a brilliant example of taking an old coin-op and tarting it up a little (the graphics aren't fabulous but they're smart and very neatly done) while still retaining the addictive gameplay. I've been playing it all morning, I've still only managed to get to level 19 (I don't know how many levels the game has got) and as soon as I've finished writing this I'm going to go back and play it some more.

**VERDICT:** Classic shoot-'em-up stuff, bought bang up to date with top sound, nice graphics and a storming two player mode. Essential. ★★★★½

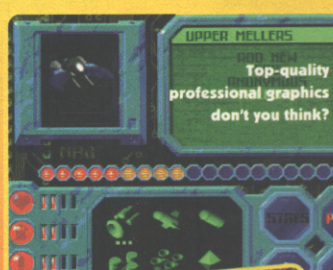
# ROCKETZ

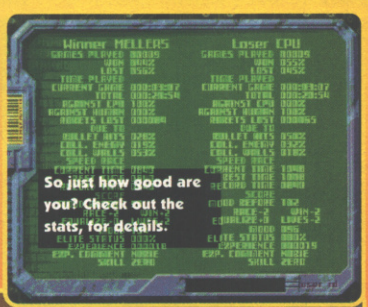
**OnLine PD**

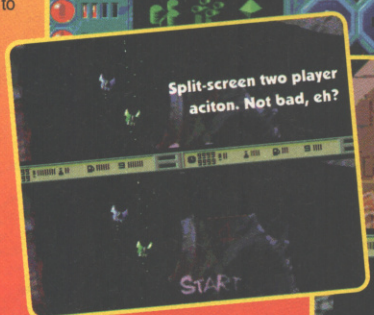
So you like *Gravity Force 2* then? Well, we do and that's why we put in on our coverdisk back in issue 39. In fact we'd go as far to say that it's one of the best games ever. It's not very pretty to look out, the sound's all right, but it's that old devil called gameplay that hooks you almost right away and never lets go. The reason for all this waffle about *GF2* is a game called *Rocketz*. It's basically a *GF2/Thrust*-type thing only with some fabulous graphics, quality sounds and even the addition of a one-player mode. *(? – Ed)*

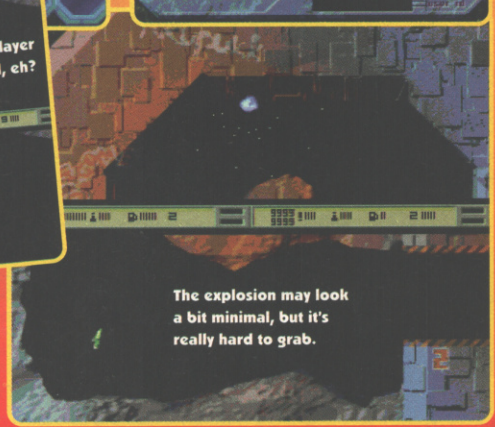
The object of the game is of course to destroy your opponent by killing him repeatedly until he runs out of lives. You fly around the level, developing a strategy and then take great delight in watching him plummet downward to a fantastic explosion. It's faster than *GF2*, but not too fast, and the whole package is incredibly professional. There are all sorts of options to change and even an impressive array of stats to look at. Be warned though that the PD version only has two out of the six levels and even if you do decide to register for the full version, six really isn't that much. The two levels that you do get, the Wasteland and the Refinery, are also a bit on the small side.

It's a fun game to play though, and the presentation is amazing. I'm not going to recommend this over *GF2*, I'll simple say this is great, if flawed, yet still deserves to be a big PD hit.



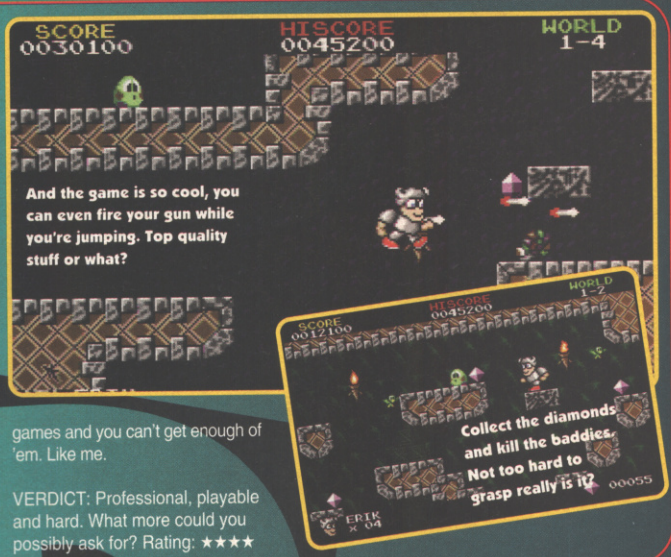




**VERDICT:**

Small, but perfectly formed. All we need are graphics and sound like this with the size and attention to detail of *GF2* and we'd be on to a real winner. ★★★★

# ERIK




**F1 Licenceware**

Some people have too much free time. Did you see that *Morton Strikes Back* game we reviewed on budget last issue? Good, wasn't it? Well, the same chap (programming legend in his own mirror), Dave Parson, has given us another platform pleaser, *Erik*. Much like *Morton*, *Erik* is a basic, platform game with a simple aim and nice and easy playability.

Jump from platform to platform on the vertically-scrolling levels, kill the bad things with your laser gun, and pick up the diamonds which will turn into cash and let you buy things in the shop. It's slightly, ahem, 'inspired' by *Rainbow Islands*, but different. It's also full of hidden bits and there are lots of traps and things to avoid making it interesting and rewarding but also hard. A very professional game, and definitely worth a look if you like platform games and you can't get enough of 'em. Like me.

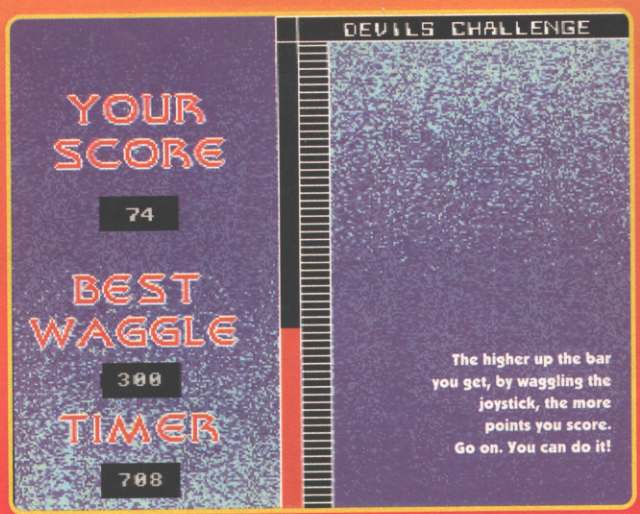
VERDICT: Professional, playable and hard. What more could you possibly ask for? Rating: ★★★★

# WAGGLER

**On Line PD**

Get yourself in training for those joystick-waggling sport sims with this top PD trainer. Simply. Select your difficulty level and then waggle. Try to beat your own high score and then translate your training onto classic wagglers like *Daley Thompson's Olympic Challenge*. An absolutely useless program, but it scores ten out of ten for novelty value.

**VERDICT:** A useless and impractical PD 'game', but at least it's novel. ★



**OnLine PD**

A sad little TV show turns into a sad little PD game. I suppose I shouldn't really have expected too much. The tongue-in-cheek, nicely-sampled intro got things off to a good start, but unfortunately it introduces what could only be called a single-screen mow-'em-up. Take control of Beavis or Butt-head and then, using your lawnmower, mow everything in sight. Plants and all. Avoid the, er, thing that can take your mower away from you and don't fall in the water. Clear the level and move on to the next one. Of which there are six.

We're talking very basic graphics here, and absolute zero playability – six levels, and when you've seen one you've seen them all. As with most PD games, the samples are decent but unlike a vast majority of PD games, the gameplay truly sucks (as the infamous pair would no doubt say).

**VERDICT:** A waste of space. So many ideas that could have been used to really great effect, but weren't. It's so bad I'm not even giving it half a star.

# BEAVIS & BUTTHEAD

## WHO? WHERE? HOW?

If you want more information on these games (and believe me, you do) you should try phoning the following numbers. For Online PD call (0704) 843335, but if you're after F1 Licenceware you should be ringing (0392) 493580.

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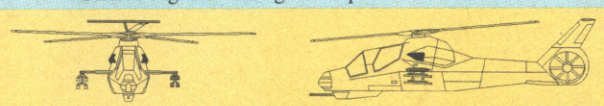

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## "DISS ME AND MY MACHINE"

Dear AMIGA POWER,
Having been a loyal reader of your magazine for a couple of years now, I thought it was time I wrote to you to congratulate you on the consistently high quality of the coverdisks. In fact, the quality of the disks on issue 42 was so high that I, as a humble A500 owner, could only play two games out of three disks' worth.

I have a mate who owns an A1200, and he is quite smug enough already without you supplying him with further opportunities to diss me and my machine. So please, no more of this A1200-only nonsense.

Us 500 owners, we're the real hardcore Amiga gamers, not these wet behind the ears, Johnny-come-lately part-timers who've just stepped out of Dixons with their A1200-plus-game bundle packs.
**Yours dischuffed, but unable to stay angry at you for long, Colin Wisely, Stonehaven.**

*Well Colin, AP42 didn't cost you any more than normal, and you still got two great demos out of it, so what's the problem? Around half of our readers now own A1200s, so don't you think we've got a responsibility to them too? We do, and we try our hardest. To please everyone, that is.*

## "NOTICED THIS GARGANTUAN BLUNDER"

Dear AP,
My copy of AMIGA POWER 41 dropped through my letterbox on my birthday, which served as a fitting present from you. This, however, is not the point of my letter.

Whilst reading through it, I invariably waded through the adverts, compo results, etc and reached pages 60 and 61. Instead of an advert or something like that, I was confronted by pages 60 and 61 of Total! magazine, issue 33. On behalf of all confused readers who may have stumbled upon this, I would like to ask WHAT THE HELL HAPPENED?

I know your contracted printers must be extremely busy, but surely someone noticed this gargantuan blunder? The only explanation I found was on the credits which said, "AMIGA POWER IS PRINTED, QUITE BADLY, IN THE UK." I can't wait for the next Amiga Format to see what they manage to do on that.

I would like to make it quite clear that this, and many of the grammatical errors will not jeopardise my, or anyone else's subscription. Thank you for the present and keep up the good work.
**Michael Hall, Chester**

*We could tell you what happened, but you wouldn't believe us. So we won't.*

## "REMARK OUT OF THE WINDOW"

Dear Geoffs,
I am deeply shocked that anyone like Ray Zucchini can write in slagging you off. The stupid pillock says that "the joystick review will be the first of many," but you've already done one back in issue 15, so that's his freaking stupid smart barstand remark out of the window. He also said that the former YS personnel will bring your excellent publication to an end. Bollards! Will it flip! If anything it's made it better, especially that cute games feature by Jonathan Nash.

I've also realised the error of my ways. In AP21 I wrote in asking for more swear words, but I now know that making substitutions is much more fun.
**Yours sincerely, Dale 'Dimrill' Bird, Cannock**

*We're glad someone understood Jonathan's feature. We didn't.*

## "SHAMBOLIC, "REVENGE TO THE AMIGA"

Dear AP,
"This society smells of excrement. You must save yourselves children."

Tell us Lord, what is the instrument of our saviour?

# AP SWEATSHIRT winners

## STUMBLING STEPS FORWARDS"

Hi,
I still can't actually believe I'm doing this. My whole AP readership time has been dedicated to a burning hatred of Mark Bobowicz, you know what I mean, the superior style of prose, his vacuous, mindless criticism and his ability to completely misunderstand the appeal of *Rainbow Islands*. I hate him, but now I'm writing to support him 110%.

Football management games. Complete morons. It's kind of funny how they go together. The Amiga charts are dedicated to this cult of retro gaming and now I'll explain why it's such a 'bad thing.'

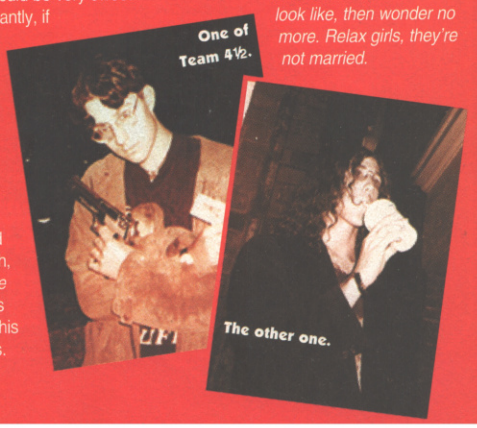
Every single other genre has made some shambolic, stumbling steps forwards: Adventures gain graphical interfaces and wargames gain real time influences, but every time I play a management game we're back in the summer of '83 with *Football Manager*-esque streams of numbers. What makes it worse is that football management games are such a great idea, unfortunately corrupted by a completely vile view of humanity which is rammed home with every mouse click. Each game is trying to convince us that people are nothing more than a bunch of numbers, easily understood and quickly discarded. Real footballers don't have a number written in some big book describing their passing skills or whatever.

It's as if the devotees and programmers of these slices of entertainment are afraid of dealing with people on a human level, cowering in the face of a random, squelchy, sexual universe where the citadel of maths is washed away before the flood of delirious senselessness. *(Yes. – Ed)* The bunch of losers.

Now, if a football game showed me the players moving with an individual style so I could decide whether they were worth five million or not, then I'd be interested again. If players had personality quirks and you could hire scouts to give their own opinion of new talent, leading to personnel management rather than number-crunching to decide success, life would be very sweet indeed. And most importantly, if every statistic was banished from the screen to retain the atmosphere, so I can sit in Cheesecake's musty bedroom and actually believe I'm in charge of a living, breathing, 22-legged kicking machine, then I'd be over the moon. Which, of course, is why *On The Ball World Cup Edition* is the first step forward in this genre since the mid '80s.

So basically, buy *Stardust*. Buy *On The Ball*. Buy *Dune 2*. And form bonfires of *Championship Manager* boxes with their programmers sitting like Guy Fawkes on top. You know it makes sense.
**Loadsaluv, C-Monster, Team 4 1/2, Stafford**

*A valid and well-put-together argument from the team that brought you* Advanced Lawnmower Simulator *(AP 37 coverdisk). And if you've ever wondered what Cheesecake and C-Monster look like, then wonder no more. Relax girls, they're not married.*



# DO THE write thing

"You must ask my son, Mike Singleton, to convert the classic games *Lords of Midnight* and *Doomdark's Revenge* to the Amiga. Only then will you learn the true meaning of lastability."

The children get down on their knees and pray. I rest my case.
**Neil Gow, Cuckfield.**

*Mike, if you're reading this, get to it. Before Neil does something stranger than writing this letter.*

## "USELESS PIECE OF INFORMATION"

For your Trekkie readers,
My students took me to the cinema to watch Star Trek (pick a number, they all look the same to me) and Spock in his best dubbed Slovak told the fat man in the wig "Zi dlho a zbohatni" which I'm reliably informed means "Live long and prosper." Totally useless piece of information, but it is an excuse to stay in the pub, so you can drink enough to actually be able to say it.
**Ian Ritch, Trnava, Slovakia**

*Hooray! A letter from Ian Ritch for the first time in ages. Truly we are honoured.*

## "77-YEAR-OLD RETIRED MAN"

Dear AMIGA POWER
I am a 77-year-old retired man. I bought an Amiga a few months ago to pass the time, and then started to buy your magazine. But I am appalled at your attitude, the way you glorify war and death sickens me.

I fought in Normandy during the real war and I saw a lot of real life horror. When I saw *Cannon Fodder* and how AMIGA POWER raves about it, I burst into tears. You youngsters these days don't know what real war is like.

I also don't like the letters page. Why do people send you silly letters? It's utter tosh. Why aren't there any card or bowls games out on the Amiga? I'm sure they would be very popular.

Sorry. Up to now this whole letter has been complete twaddle. I have actually fallen in love with AMIGA POWER and I would like to come round to your office and gyrate my hips provocatively. How does next Wednesday sound?
**Yours, Corporal Alex Smyth (retired), Sheffield**

## "GREEN MODEL LISA KELLETT"

Dear AP,
Unfortunately, due to loss of sanity or something, I stopped buying AMIGA POWER last November. However, having just read AP42, I realised just what I'd been missing out on, but where the hell has the old AP team gone? Linda Barker, Dave Green, model Lisa Kellett and even the man himself, Stuart Campbell?

Secondly, I have an idea to make AP even better, especially for soon-to-be CD32 owners like myself. If you cut down the amount of adverts, get rid of the PD section because it's crap and shorten the Bottom Line, there would be a lot of spare pages. With these pages you could have a section dedicated totally to the CD32, with things like news, previews, reviews etc.
**Yours hopefully, Mark Scholes, Rochdale.**

*People never leave AMIGA POWER. They either fall or are pushed, rarely to be seen ever again. But for those that care, they're all still alive. Sort of. A section dedicated to the CD32? With reviews and things? You mean exactly like Hi-Ho Silver Lining? Clot.*

## "APT AS HER NICKNAME'S DOGGY"

Hey dudes!
Aarghh! I'm so stressed! I wasn't able to go to Live '94 yesterday 'cos everyone pulled out at the last moment and my mum wouldn't let us go on our own.

Well, now I've let off steam, how are you all? I know, I know, I only just finished the last letter, but there you go. I'm bored (well what do you expect? It's a German lesson!!) and my friend Linda's trying out a 'poochie' hair style. Erm, very nice! Well, it's apt as her nickname's Doggy! Weird or what?! Yep, I made the nickname up! How did you guess?

11th Oct – Well, we're just coming back from a geography field trip in London. We're on a train which explains the crap writing. Okay, okay, I know my writing's always crap! Once again, I'm taking ages to write a letter. I call them my "Spaced Out" letters!! Strange things are happening – well, they're not really, I just felt like saying that. Did you know that AP is the one thing which brightens my day up? Well, that and people writing to me, but I don't get many letters so I have to wait till the third Thursday each month to be cheered up! WAHAY!! I feel REALLY strange! Y'see, I've only just recovered from the flu. Oh! Gotta go! If I don't get off the train, who knows where I'll end up?

12th Oct – Guess what? School again, and I'm having *(... And so on, for another two pages – Ed)*
**Isabelle Rees, Sanderstead**

*We get a letter like this from Isabelle every week. Sometimes two. Hmm.*

**Our first Christmas card has arrived. That makes us feel festive. Thanks to Ian West and Jonathan Eggleton.**

# AMIGA POWER compo winners

## CALLING ALL WINNERS...

The heaving, entry-filled boxes that form the AMIGA POWER compo corner have once again disgorged their foul load on to the floor of our office. All entries have been severely scrutinised, harshly judged and mercilessly dealt with, leaving only the finest, fittest and most shining answers left to be rewarded. It's Darwin's survival of the fittest in its most basic form. Here are the mighty victors:

## I WOULD DO ANYTHING FOR LOVE, BUT I DO NOT BELIEVE YOU WANTED TO DO THAT

AP35 had us desperately trying to have no one win a CD32 courtesy of Microprose. We set seemingly impossible questions but you still managed to come up with witty and amusing answers, damn you.

Ian Pointer from Beckenham scooped a CD32 and copy of *Pirates Gold* to play on it, whereas the rest (namely Suma Gallardo from Southgate, Arun Bains from Sedgley, Dave Brown from North Shields, Marietta Scott from Bournemouth, Paul Martin from Swansea, Andrew Shaw from Leeds, Philip Harvey from Pinne, Jonathan Bygraves from Bedford, Darren Cornford from St Leonards On Sea and Mike Clitherow from Torquay) got splendid Microprose T-shirts.

## I CAN'T COME TO THE PHONE RIGHT NOW

When we asked you to come up with funny answerphone messages in order to win a VCR and copies of Gremlin's *K240* in AP40, we thought we'd tap your deeply humorous vein. After all, we're pretty much the only Future Publishing magazine that doesn't have to make up its own letters page *(You're not supposed to say that. – Ed)* which makes you by far the cleverest readership. Unfortunately, these were by far the unfunniest entries we've ever had for any compo ever. The least poor entry came from Paul Smith from Leicester who gets a VCR and *K240* tutorial video. Copies of the game go to Peter Rose from Woodbridge, Imran Chaudhry from Southgate, Richard Sankey from Stourbridge, Richard Weedon from London, Huw Watkins from Cardigan, Peter Bushnell from Wheatley, Jonathan Low from Kingswinford, Pete Pointon from Walsall, Ben Nichols from Taunton and Matthew Gathercole from Horsham.

## NOTHING IS IMPOSSIBLE

Apart from this compo that is. AP39 dared you to crack JD's terribly confusing word game based on long words beginning with 'I' and 'M', causing more semantic based tomfoolery than this office has seen in many a year. David Spark from County Durham wove his way through our word minefield and was rewarded with a smart looking VCR and five episodes of Mission Impossible to watch on it.

T-shirts went to Adam Hogan from Street, Dave Brown from North Shields, Gareth Haines from Nailsworth, Craig Hesmonondhalgh from Blackpool, Tas Anastassi from Potters Bar, Chris Maddy from Wakefield, Anne Smith from Glasgow, Colin Parfitt from Bristol, Stuart East from Stone, Kirsten Killespie from Glasgow, Bruce Pawson from Hunmanby, Daniel Bamkin from Cropwell Bishop, Ben King from Preston and Steve Boulton from Cirencester. May you wear them with appropriate pride.

## SURELY THIS IS THE WINNER REF

Skill and judgment, flair and panache. That's what you needed to judge the best goals in AP40's *Empire Soccer* compo. The big prize was a totally impressive satellite system and TV, which we bunged in the general direction of Mark Baird from Newcastle.

Copies of the excellent *Empire Soccer* game went to Martin Bond from Northfleet, Sally Kyle from Wymondham, Andrew Webster from Dundee, Kevin Marsden from Melbourne, Mark Cookson from Liverpool, Matthew Gathercole from Horsham, Alex Jenkins from Bracknell, Andrew Whitefield from Stowmarket, Robert Briggs from Hull and Sam Atkinson from Kirkby Lonsdale. Lucky things.

# DO THE write thing

## "I FRANKLY DON'T CARE"

Dear AP,

Okay folks, please stop right there . I just hope I'm in time. You're losing it. I'm sorry but it has to be said. The standards are dropping, and I won't be so obvious as to parallel your decline with a certain Scotsman's departure, as some of the offending material has been penned by the mighty SC himself. I shall explain.

Question – why do I buy AP? Answer – because you're informative and entertaining. Please don't start thinking that you can forget the whole informative bit, because if I just want to choose an entertaining mag, you've got a lot of competition.

In recent issues, we've seen several pages devoted to 'Diary Of Sensible Golf.' Why? In each edition there's been a dozen lines of interesting info and the rest of each page is devoted to a 'gosh everybody, what a whacky life us programmers lead' ego trip. I frankly don't care, and I suspect I'm not alone.

The number of fillers used in each issue is increasing too, a prime example being the Breakfast Sandwich from AP 42. If you need to fill space then simply increase the size of your reviews. This is your singlemost important selling point – we feel that we can trust your reviews. However, if you are willing to sacrifice review space for the sort of junk you've been printing, then you need a strong nudge back in the right direction.

Now please don't write me off as a sad git with no sense of humour, but please keep it tight. If you end up like The One, I might have to kill myself.

Yours hoping you can accept a bit of constructive criticism without taking the piss in return,

**Alec (Gladys) Gaines, Hampshire**

*Read our lips Gladys, we NEVER sacrifice review space. There's space set aside for reviews and space for other things, and never the 'twain shall meet.*

*As with their* Cannon Fodder *diary, we've given Sensible free rein to write whatever they want, so if they want to wibble about their lifestyles rather than promote their own games, then that's fine by us. Besides, surely you don't want to read stuff we've written ALL the time? So does Gladys have a point or not? Write in to add your voice to the never ending "Are we crap or what?" debate.*

## "QUESTION THE INTEGRITY OF YOUR OWN SISTER"

Dear Jonathan,

Thanks for the latest ish of AMIGA POWER. My shirt has to go into the wash tonight coz I've dribbled coffee down it laughing at Kangaroo Court.

However I see that you have had another go at software companies in your "New High Score" feature. I really am a bit miffed at this "holier than thou" attitude whereby you seem to dismiss the fact that people can have differing opinions on different products and instead seem to insist that "we are right, everybody else is wrong". In doing this you are calling into question the integrity of your own sister (and highly-regarded) magazines.

I presume you can take criticism as well as dish it out. In my view the editorial team at POWER, despite being arguably the most witty in the biz, also top the "I am not going to listen to a bloody word the PR bloke, sorry, person, says" league. Krisalis hardly have the world's most profuse release schedule yet it seems that when we finally do release a product you get the facts wrong.

Taking the CD32 *Soccer Kid* review as the latest example of this, no mention has been made of the not inconsiderable amount of animation both introducing and indispursed *(? – Ed)* through the game. And this bit I really don't believe (and I quote): "And although you can go searching around a level for player cards, you don't need them." The whole point is to collect the cards to gain access to the bonus levels where you will find the missing bits of the World Cup.

**Kind regards, Tim James, Sales and Marketing Manager, Krisalis Software Ltd**

*The point of the feature wasn't to have a go at software companies – we tend to leave that to our reviews. And we weren't trying to claim that we're always right, either, although we'd hardly go writing things we knew to be wrong, and our views seem to be borne out by our new Readers' Top 100 in which (purely by coincidence, we swear) only one of the five games we mentioned is included. No, what bothers us is the ease with which big, heavily-promoted games seem automatically to net themselves high review scores regardless of their actual quality. If that puts us up against our own sister magazines, then so be it. But this approach does leave us vulnerable to abuse and humiliation when (as in the case of* Soccer Kid *CD32, for which we humbly apologise) we get things wrong. Good job it doesn't happen too often, eh?*

## "MIDNIGHT TO THE AMIGA"

Deer Earf Peepol,

Yor lives arr in rovin, yor mental stait that of a starvd animol. Uoo ar possibli phacing a terminoil illiness. But I can help yoo.

Convert *Doomdark's Revenge* and *Lords of Midnight* to the Amiga, Mr 'Diva' Singleton, and dicuvver the sucksess of mentol harmuni. Maybe I will learn popper Ingleesh, just liek the Queen Mum, gawd bless her hart.

**Neil Gow, Cuckfield**

*Mike Singleton, calling Mike Singleton...*

## "MAG FOR AGES AND NOW I'M BLOODY"

Dear AMIGA POWER,

What the hell are you doing with your coverdisks? I've been a loyal fan of your mag for ages and now I'm bloody annoyed. Why is it lately that when I buy your magazines, your demos (or at least the best ones) are for A1200 owners? What about us tight asses who still only have the trusty A500? I mean, I bought your October issue and thought "Wow, three disks" and then I got home and could only load TWO of the games.

I think it's all very nice that you try and cater for the A1200 owners, but don't walk over us to get to them. If it wasn't for the loyal cash-paying A500 owners, you probably wouldn't be as successful as you are today. So tell me – what are we going to do to resolve the situation? Well. you've got quite a few choices actually:

1. Bin this letter and just forget the problem.
2. Put two disks on the magazine and repeat games, ie *Tower Assault A500* and *Tower Assault A1200* on one disk.
3. Take no notice and leave us poor *("Pluggers". – Ed)* to buy A1200s.

**Yours annoyingly, Chris Kerger, Swindon**

*Don't be such a twit, Chris. If we'd had an A500 version of* Tower Assault *or* Bubble and Squeak, *then we'd have used it, pleased everyone, and avoided all this hassle. If we have an A500 version, there's no point in having an A1200 version, and if we doubled up everything, then we'd only have half the games on the disks and so all the A1200 owners would be annoyed as well. Apart from anything, games like* Bubble and Squeak *aren't available on the A500, and there's nothing we can do about that. We think we've struck a happy medium, and if you're going to have a huff about it, then go ahead, see if we care.*

## "NOT A1200 COMPATIBLE"

Dear Editor,

I bought an A1200 last Christmas and then discovered your mag, and I'm writing with one grumble in the hope of some help. Why don't software producers tell buyers that games are NOT A1200 compatible – I'm fed up of buying a game only to discover I can't play it, even with a fix or degrading program. My need for help comes... *(You really don't want to hear the rest. – Ed)*

# AND ANOTHER THING...

I have sent you some disk labels in case you run out.

Your most loyal follower,

**Weirdo Granny Olaf**

*He did as well.*

On the subject of abolishing UP to jump, why not hold the joystick and mouse together and use the mouse buttons for jump, spinny attack, etc? This would be more popular than keyboard control as you can sit away from the computer.

**Andrew Crane, Bournemouth**

*Alternatively, why don't programmers use the fire button?*

You are the meanest bunch of meanies ever to set foot in Meanie Town. I have written four letters to you and you printed 50 words of one of them in 'And Another Thing.'

**Tom 'Nobody' Jenkins**

*Yes, and we've just done it again. Once again, you lose. Ha ha ha.*

Dear Milkman,

No milk today, thank you. But would you deliver four pints of semi-skimmed and a large tub of natural yoghurt on Saturday? Ta.

**Rick Doidge, Solihull.**

*Oh for heavens' sake, get a grip Rick.*

I was going to write in to tell everyone how great the Star Wars trilogy is. Unfortunately I couldn't find any way to incorporate them with Amiga games. Sorry!

Yours ashamed and slightly embarrassed

**Thaddeus Blair, Cheltenham.**

*And you can cut that sort of nonsense out as well.*

OUR BARRY IS STUCK ON GOLDEN AXE THE DUEL ON THE KNIGHT. BARRY IS 6YRS OLD.

*And that's all the letter said. Weird, huh?*

You put the disk labels on the wrong way round in AP42. I found this totally debilitating and annoying as I had already played the *Alien Breed 2* demo on another cover disk, so you fluffed it twice, not once, you set of incompetent donkeys.

**Paul West, Castleford**

PS The rest of the mag was great though.

*'Debilitating'?*

PS How about a picture of Sarah in a swimming suit? Phwoarr, eh lads?

**Robert Mountifield, Hull**

*Sad, sad, sad.*

PS Cam Winstanley is a good bloke. Don't knock him, Nirvana fans.

**Adam Claxton,**
**King's Lynn**

*(Cor, thanks Adam. – Cam)*

## AND THAT ADDRESS,

don't forget, is:
Do The Write Thing,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW.
Or 'comms' fans can contact us by email at:
ampower@futurenet.co.uk

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Jon Ross, Publishing Director, VNU
(Note: Not someone from Future Publishing, but a direct rival!)
"Stylishly designed, .net offers a range of features explaining what the Internet is, and how to make the most of it. The approach is accessible and informative... and gives Future a good grounding for further growth."
The Magazine Business Weekly Report, 27 October 1994
"An immediate and striking editorial environment... [but] will the average would-be buyer of .net relate to a man with multi-coloured wires soldered to his head?"
Tony Westbrook, Editorial Director, Ziff Davis
Find out what they're all talking about! The new issue of .net is on sale on Thursday 1 December.
And this time there are no wires on the cover – guaranteed!*
*Well, there might be just one or two.
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# FIRST MK 3 NEWS!!!!

# THE BOTTOM LINE

**How many times have people written to us saying, "I wish I hadn't bought that game before I read your review"? Too many. So in our benevolence we give you the *definitive* guide every month. Gosh.**

## THE BOTTOM LINE
### (AND HOW TO UNDERSTAND IT)

★★★★★ Essential purchase ★★★★★ A great game
★★★★ Dead good ★★★ Worth considering
★★ Well, we wouldn't buy it ★ Leave on the shelf

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game that you're even slightly likely to think about buying.

**WHO'S WHO** CW – Cam Winstanley ● DG – Dave Golder ● JD – Jonathan Davies ● JN– Jonathan Nash ● CL – Chris Lloyd ● RP – Rich Pelley ● SC – Stuart Campbell ● JA – James Attwood ● PM – Paul Mellerick ● SF – Steve Faragher ● SM – Steve McGill

### APOCALYPSE
**Virgin £30**

AP37 80% SC
It's *Choplifter* for the '90s. A straightforward and old fashioned arcade game. It's got pretty scenery, realistic little men to shoot and hostages to rescue and loads of different power-ups to collect. In fact, it conjures up the image of the best Vietnam movie you've never seen. There're only five levels and a limited number of strategies to employ, so it may not have the lastability expected of a game costing thirty quid, but you're only going to finish it in one night if you stay up all night and go bleary-eyed, that's for sure.
★★★★

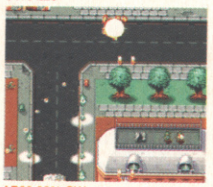
### ARCADE POOL
**Team 17 £10**

AP38 91% JD
It's just like being down the pub with all the lads from Team 17. Only better. Options galore, and great computer opponents. Best of all, check out the Speed Pool.
★★★★★

### ARMOUR-GEDDON 2
**Psygnosis £30**

AP37 57% CW
A tactical war game set in a post-apocalyptic desert or something. You've got to race against time to avoid being slaughtered by a load of genetically deficient mutants from Dundee, or somewhere equally exciting as that. To avoid this embarrassingly horrific scenario, you've got to mine valuable ore that allows you to build tanks and other weapons systems. Control is icky and overly pedantic. Expect predictably high marks from other magazines 'cos it looks good.
★★

### BANSHEE A1200
**Core £26**



AP39 89% CW
*SWIV* with planes, or *1942* with helicopter and jeep but with planes, or *Dragon Spirit* with planes but with helicopter and jeep but with planes. And good. Graphically quite beautiful in an attractively nasty way (you get to strafe ground troops, who clutch their chests, look up with infinitely sad eyes then jet blood and crumple to the floor) and supremely playable. There are only four levels (the reason it's not a 90%+) but they're long ones, and slightly wider than the screen (so you can dodge around *SWIV* fashion). Plenty of power-ups which are highly selectable, plenty of monsters that are alarmingly competent and altogether rather a lot more fun than that. And no in-game music. Yippee.
★★★★★

### BATMAN RETURNS
**Gametek £15**

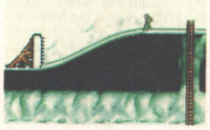
AP36 15% SC
Mind-alteringly unpleasant beat-'em-up with appallingly little control and truly shoddy graphics. Harder than *Project-X*, but without the saving grace of looking nice into the bargain You'll never see level three, largely because you'll have died of boredom and won't be bothered to get there.
★

### BATTLETOADS
**Mindscape £20**
AP42 9% RP
Neatly varied but otherwise 91% terrible multi-stage beat-'em-up
★

### BENEATH A STEEL SKY
**Virgin £35**

AP33 86% CW
AP Top 100 No. 42
This massive point and click adventure comes with a couple of features that are often lacking in this genre. The first is the amazing graphics, scanned from Dave Gibbons' excellent artwork and the second is the tremendously good plot. Go ahead, immerse yourself.
★★★★★

### BENEFACTOR
**Psygnosis £26**



AP39 57% CW
Basically sound *Lemmings*-ish platform game marred by preposterously (and needlessly) small graphics. It's not as if you have to see so far ahead or anything (and anyway there's an option to scroll the screen if you really feel the need). The argument is that the tiny graphics mean huge levels of vast complexity, which is true, but a brimming mugful of gnawingly stupid flaws whack the gameplay full-bloodedly over the head until it stops squirming feebly and dies. Try these: unspottable traps. Unavoidable monsters. Long falls that kill you. No restart points. Levels that reset when you lose. Mmm. *Benefactor* is only for people who find the idea of trying to jump on to a moving ledge using a control method whereby you hold down fire to jump in a parabolic curve and let go to drop like a weighty rock marvellously appealing.
★★

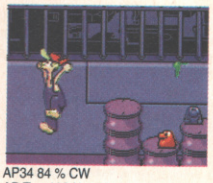
### THE BLUE AND THE GRAY
**Impressions £35**

AP36 66% SF
Everyday American Civil War wargame, notable only for a strange habit of always making one side much stronger than the other. Dull.
★★★

### BRIAN THE LION
**Psygnosis £30**

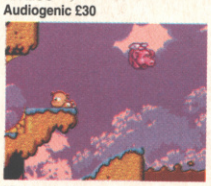
AP37 42% SC
If you made a list of everything you hated about cute character platform games, then compiled another list of things you really really hated about platform games, you'd be shocked to realise that *Brian the Lion* possesses just about every single category on both lists. It's a shame really. Brian tries really hard to overcome the handicap, his platform world is beautiful and possesses some neat hardware tricks, but it's all to no avail. The lame gameplay is just too much for Brian to overcome, the poor little love. ★

### BUBBA 'N' STIX
**Core £26**



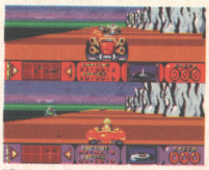
AP34 84 % CW
AP Top 100 No. 59
Redresses the shortage in the games market for inbred morons from the deep South of America. Bubba is our eponymous hero who has to get back to Planet Earth. To help him, he has an intelligent stick, which has the same kind of functions as a Swiss army knife. Both have got to battle through five levels of increasing difficulty. Superb animation and nice little touches put it well above the average platformer.
★★★★

### BUBBLE AND SQUEAK A1200
**Audiogenic £30**



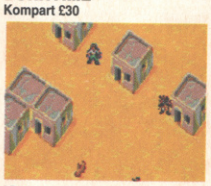
AP40 77% JN
Superior platform game with splendid graphics and unexpectedly good music that involves shooing a stupid blue thing to faraway places so he can help you get across that one dangerous bit. Large (but never empty), varied (there are bonus levels, hidden bits and a shoot-'em-up sub-game) and really very good fun indeed, it's tragically spoiled by needlessly tricky mechanics (it's all too easy for the blue thing to blunder off a ledge when following you) and a foolish hurry-up feature which fills the level with water, so if you make a mistake near the end of a screen, you drown.
★★★★

### BUMP 'N' BURN
**Grandslam £26**



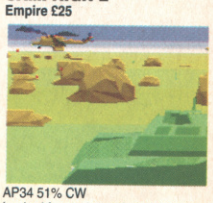
AP40 70% SM
A great idea – *Mario Kart* in the style of Wacky Races – comes apart at the seams due to an inability to grasp what made *Mario Kart* such fun in the first place. The tracks are too long so you spend ages scenery-watching, the competitors bunch together so you spend a few more ages scenery-watching, and you don't even need to use the comedy power-ups as you can pass the other cars by flooring the accelerator. Er, only to see them retaliate by strangely and suspiciously stumbling across convenient turbo-chargers. Mmm. Expansively disappointing.
★★

### BURNTIME
**Kompart £30**



AP40 74% SM
Ugly strategy game involving traipsing around a post-apocalyptic desert and gathering a happy band that will have some chance of survival. It's sort of Mad Maxish (but without the vehicles), sort of Duney (but without the spice stuff), a bit unfair (you'll get killed a lot before you find out where evelything is) and endorsed by Greenpeace. It is fun, though. Sort of.
★★★

### CAMPAIGN 2
**Empire £25**

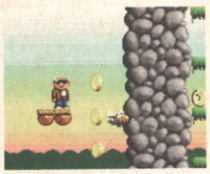


AP34 51% CW
Looked forward to with anticipation, this game proved to be the biggest let down since the failure of Chamberlain to save the Sudetenland. Gets bogged down by overly pedantic battle map graphic details and battle information flashes. Not so much an exciting modern wargame as an unworkable mess.
★★

### CHAOS ENGINE A1200
**Mindscape £26**

AP34 91%
AP Top 100 No. 29
A1200 upgrade to the ubiquitously adored original. Not too much difference graphically or playability wise, but everything does tend to look 'zingier' and better defined. If you've got the original A500 version, it's not going to be worth your time rushing out and buying this. If not, then what are you waiting for.
★★★★★

### CHARLIE J COOL
**Rasputin £20**

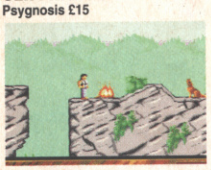


AP43 45% PM
A below-average platform game. ★

### CIVILISATION A1200
**Kompart £35**

AP34 89% SF
AP Top 100 No. 50
The game that everyone knows about except your mum. Build cities with which to build armies with which to strike down and conquer your enemies. Failing that, embark on a space race and compete against fellow races in a rather boring utopian vision of the world. Whatever you choose, *Civilisation* is an absorbing game made all the more beautiful with the AGA upgrade.
★★★★★

### CLIFFHANGER
**Psygnosis £15**



AP39 19% SF
The world's worst film licence. ★

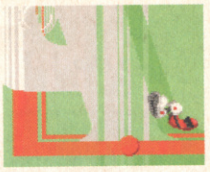
### CLOCKWISER
**Rasputin £13**

AP40 79% JA
Bricky puzzle game where you have to rotate blocks to recreate a given pattern before time runs out while dealing with the usual complement of bombs, traps, indestructible walls and teleports. Expectedly shoddy graphics, typically annoying gameplay, unsurprisingly terrible learning curve and predictably addictive. Almost *Lego'X*, really. But not quite.
★★★

### CLUB FOOTBALL: THE MANAGER
**Teque £30**

AP43 52% PM
A 2%-above-average football management game. ★

### COOL SPOT
**Virgin £30**
AP34 85% SC
Pretty standard platformer with the accent on 'pretty' and 'standard'. Not as good as either of the console versions, but who cares about that anyway? The main character makes the game. He's Cool, he's got no eyes and no matter what you try to make him do, he always does it in an



inimitably cool fashion.
★★★★

### COSMIC SPACEHEAD
**Codemasters £26**

AP33 78% CW
A highly cute and rather amusing adventure for the younger members of the Amiga game playing family. *Cosmic Spacehead* is a fairly typical adventure game with simplified puzzles for the young. The sections are broken up with a platform game as Cosmic races around trying to convince the occupants of his own planet that the Earth exists.
★★★★

### D-DAY
**Impressions £35**

AP40 51% JD
Impressions seem bizarrely proud of their jealously guarded Micro Miniatures construction kit, and here's another wargame to make Dave Golder so glad it hasn't been released in a SEUCK-like manner. Every popularly held prejudice against wargames is confirmed by *D-Day*, and it takes as its starting point the day of the landings, so robbing you of any chance to do it yourself. (Surely the main attraction for restaging historic battles). Barely passable for fans of brain-haemorrhagingly tedious number-crunching, slightly more tolerable if you also enjoy playing with impossibly small graphics that are the same colour as the main map.★

### DANGEROUS STREETS CD32
**Flair £26**

AP35 3% SC
The leading name game on the new CD32 pack, but it could single-handedly destroy any credibility that the machine may have built up. Stunningly poor gameplay, stunningly poor graphics and stunningly poor sound. Alternative recommendations for use of the CD that the game comes supplied on are; burning, scratching, hammering and breaking.★

### DARKMERE
**Core £30**

AP37 69% JD

It's an RPG with no distinguishing characteristics other than pretty graphics. The main focus of the game though, rather than the pretty graphics, is the menu system which you use to issue commands and the like. The plot is weaker than standard RPGs' (which are usually weaker than a weak thing) and that is basically the game's downfall. Staunch RPG fans will love it for the cute edible bunny rabbits.
★★★

### DENNIS
**Ocean £26**

AP34 8% SC
Impeccably impressive platformer. It's just that the impression it makes is one of utter disbelief that Ocean could foist such drivel on an unsuspecting public. Unsaving graces are the poor graphics, poor collision detection, poor design and poorer than poverty stricken gameplay. One to make you look at Ocean with suspicious menace. ★

### DRACULA
**Psygnosis £20**

AP39 14% JD
The world's other worst film licence.
★

### ELFMANIA
**Renegade £26**

AP39 61% SC
Pretty but vastly disappointing beat-'em-up with no sense of weight to the characters and a perfectly dreadful method of performing special moves that might as well light up a neon sign above your head saying, "Look out, other player – I'm about to perform a special move." There's a clever bit where you're fighting for money so you can hire a better character, but it all goes disastrously wrong in practice because the figures are fiddled to prevent you having a reasonable stable of fighters. And the tough people are so tough (and the weak ones so weak) that the fights are horribly unbalanced. The worst thing is, we said all this at the preview stage, but the programmers have taken not a jot of notice. Fools.
★★

### EMBRYO
**Black Legend £26**

AP43 62% CW
Potentially staggering 3D flight sim (sort of like *Guardian*: ie, *3D Defender*) which blows it completely by having monsters that are far, far too tough. It's amazing no one picked up on this – it really does kill the game stone dead. And there's all that attention to detail and the serial-link option as well. Wasted. Utterly, utterly wasted. The A1200 version scored 70% for additional speed, but it really just highlights the missed opportunity.★★

### EMPIRE SOCCER
**Empire £26**

AP40 90% SM
If *Sensi* is the big red Routemaster of football games, then *Empi* is the hardy commuter running along behind, forever off-balance and leaning forwards in a futile attempt to catch hold of the metal pole, never quite managing it but putting up a passenger-pleasing sprinty try all the same. It's nothing at all like 'real' football, instead concentrating on top Robo Hunter story Football Crazy-like special moves such as banana shots which curve through 90° and powerdrives which horribly injure the keeper. The pitch is short and square, you can take out three people with a sliding tackle and it's riddled with small and endearingly silly bugs (throw-ins and corners are more or less randomly allocated regardless of the team at fault), and it is, really and truly, *Speedball 2* in shorts. There's no doubt about it, this is certainly one of the top five games of 1994.
★★★★★

### F1
**Domark £26**

AP34 90% SM
AP Top 100 No. 16
Rewritten version of *Vroom*. Now includes a split screen two player option. Runs at a full 25 frame update in 'Turbo' mode on an A500 and an astounding 50 frame update on an A1200. *F1* is without a doubt the fastest racer on the market and the best thing of all is that gameplay and handleability are not sacrificed despite the speed. If you're in the market for a seriously good, seriously fast racer, or the tyres on your other racing games are starting to go off and look a bit tired after years and years of high speed, redlining engine-revving action, buy this little beauty. It's one of those games that quite literally blows away the competition.
★★★★★

### F117A
**Microprose £35**

AP33 86% SM
There's not really a huge amount of difference here from other Microprose flight sims, most notably that old stalwart, *F19*. The F117A is a stealth plane and there are a range of missions to choose from and you fly about shooting people and buildings and all that kind of militaristic malarkey. Still it looks lovely, it's fun to play and, boy-oh-boy, you feel really good when you complete a mission.
★★★★

### FANTASTIC DIZZY
**Codemasters £26**
AP33 80% SC

Dizzy's as eggy as ever in this huge puzzling platformer. Unfortunately there's very little here that's original, and the game seems a trifle thin for the money. Fortunately the atmosphere's good and you'll be kept interested for a long time.
★★★★

### FATMAN
**Black Legend £26**

AP34 A500 66% A1200 66% JD
Zany Hungarian platformer. Despite the humour, the game is blighted by the lack of inertia in the eponymous hero. Not very polished in the gameplay front and there're sure to be some tortured souls out there who'll take offence at the tastelessness of poking fun at fat people. We think that it's not quite a load of old tat, but it's definitely close.
★★★

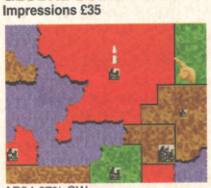
### FLY HARDER
**Buzz £10**

AP36 90% CW
CD32 £15 72% SC
Great *Thrust* derivative that's included here despite being a budget game because (a) it's so good, and (b) it's an original CD32 game as well. Get it on floppy, though, because it's so ferociously hard that playing it with a keyboard is your only chance of success.
★★★★★

### FURY OF THE FURRIES
**Mindscape £26**

AP34 77% CW
AP Top 100 No. 65
Probably the dumbest name ever invented for a game. Despite that, the gameplay really makes this platform cum adventure game a winner. Much like *The Lost Vikings*, the skills of the main character decide what can and can't be done. Unlike *Lost Vikings* with their individual skills, the character can switch between skills and use them to traverse various obstacles. Crazy bonkers French game.
★★★★

### GLOBAL DOMINATION
**Impressions £35**



AP34 67% CW

The board game Risk is the inspiration for this computer strategy game that feels like a board game. Like Risk the aim of the game is to build up armies capable of invading and holding onto other peoples' countries. It diversifies from Risk with the addition of movement limitations and army building restrictions. Despite this, it doesn't quite hold the same appeal as the age old classic and at £35 is globally overpriced.
★★★

### GOBLINS 3
**Coktel Vision £35**

AP34 77% JN
Features some of the most appealingly useless characters ever seen in a point and click puzzler. Your role is more of a godlike overseer rather than any particular character, with your main task being to help Blount, the crap reporter research a story. Brilliant presentation peppered with beautiful animation and spot sound effect make this a non-stop comic bonanza which should have you laughing all the way to nowhere in particular, until you reach the bank that is.
★★★

### GUARDIAN CD32
**Acid Software £30**

AP43 90% JD
*Defender*. In first-person 3D. On the CD32. Buy it. Because you know we're right.
★★★★★

### HEIMDALL 2
**Core £35**

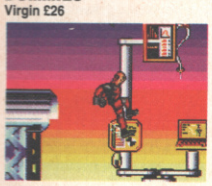
AP37 79% SM
A 3D-Isometric RPG which despite the hype and overly high scores in certain other magazines, does nothing to push back the bounds of this type of game; a major quest broken down into sub-quests which have to be completed before you can proceed. Some of the puzzles involved are simple, others are convoluted, and others are just downright impossible. It'll take a long time to complete, but doesn't offer enough to justify the exorbitant price of thirty five quid.
★★★★

### IMPOSSIBLE MISSION 2025
**Microprose £35**

AP39 75% SC
Not so much a sequel, more a game suspiciously similar to the round of uninspired platformers that came out about the same time as the first *Impossible Mission*. Microprose's infinite wisdom has it that the tightly

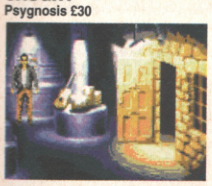
focused, puzzle-oriented gameplay of the original was a Bad Thing, so *Impossible Mission 2025* sprawls formlessly and concentrates on silly feats of leaping which are made pointlessly more difficult by the inflexible jump mechanism. What puzzles there are are more than slightly dull, and not even the new power-ups (like handy shields and a fab jetpack) enliven the action. Damningly, the most entertaining thing about this game is the C64-perfect original *Impossible Mission* you get with it.
★★★

### INCREDIBLE CRASH DUMMIES
**Virgin £26**



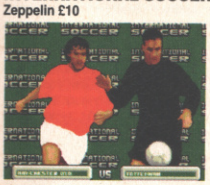
AP39 52% SM
A platform game. With guns. And dummies. That lose limbs. And then regain them. With unbearably predictable consequences. It's not very good. Really.
★★

### INNOCENT UNTIL CAUGHT
**Psygnosis £30**



AP35 81% CW
Psygnosis make an attempt at usurping *Monkey Island*, both for humour and likeability with their not so heroic hero, Jack T Ladd. Point and click adventure with some less than standard features, adds to the flavour of this inter-galactic romp. Your hero has only 28 days to cough up the equivalent of a planet's debt or else it's the equivalent of the Inland Revenue's Death Star. Recommendable. ★★★★

### INTERNATIONAL SOCCER
**Zeppelin £10**

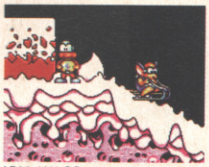


AP38 23% JD
Worth buying if only for the comedy factor. You and a friend will hoot with laughter at the derisory speed of some of your players. Other than that it's crap. ★

### ISHAR 3
**Daze £33**

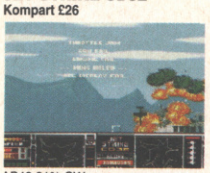
AP41 50% CW
Entirely uninspired first-person perspective RPG which is still living in 1985 (walk around some mazes, find someone, walk around some more mazes to find the object that someone wants, return it to be told someone else is waiting for you in another maze) and chokes any chance of excitement with barely noticeable character interaction (non-plot vital citizens are just scenery) and extremely dull fights. Does all the wrong stuff with external and hard drives as well. The fact you can load in your favourite party from the prequels sort of gives away the lack of interest in mass appeal, but that doesn't excuse the overwhelming tedium of it all.
★★

### JAMES POND 3
**Millennium £30**



AP38 46% SC
Touted as 'the best platformer ever', this sadly fails to deliver. Although it's huge and there are loads of secret rooms which should offer loads of potential, it's very annoying to play. There's even a (dramatic gasp) slippy-slidey ice world. No, no, no.
★★

### JET STRIKE CD32
**Kompart £26**



AP42 81% CW
The control problems and disk accessing time, which foxed the original version's high-octane air-to-air and air-to-ground fireball antics, have here been eliminated, which is a Good Thing. The in-game tunes have been replaced by some actual musical numbers with singing and everything, which is a Crime Against Humanity. Apart from that, exactly the same mixture of disturbingly realistic plane specs (down to the engine noise, apparently) and laughingly hopeless handling. Charmingly PD (the programmer's obviously done everything, including graphics and speech) and, curiously, excellent fun.
★★★★

### JURASSIC PARK A1200
**Ocean £28**

AP33 71% SM
Blockbuster graphics, but b-movie gameplay. Rather like the film you roam around the park rescuing small children and fighting off supposedly scary dinosaurs. The 3D sections inside the buildings are far and away the most fun with some genuine surprises lurking round the corners.
★★★

### K240
**Gremlin £30**

AP37 83% SM
*Utopia* got a good rating from AP first time round. *K240* is basically *Utopia 2*. And what an improvement over the original it is. *Sim-City* meets *Populous* set in an asteroid cloud in space. Your job is to mine and explore the asteroids in sector K240. This would all be hunky dory and rather dull, apart from the fact that there are aliens out there set on blowing your plans and your asteroids to smithereens. It's a race to mine enough ore to build enough ships to go out there and push the enemy's face in. And there's nothing quite like the feeling of destroying the enemy's asteroids, that's for certain.
★★★★

### KICK OFF 3
**Anco £26**

AP40 69% SM
At least they've tried to be different: the absence of Dino Dini has also spelt the end of the pinbally feel to this series. But it's all a bit of a mess. The game forces you to use a two-button joystick (otherwise you can't pass accurately), the scrolling is genuinely sickeningly jerky, the graphics and 'feel' are hugely shabby (silence when you score, laughably inappropriate animation, no second drive recognition and the muddled front end spring easily to mind) and you just want to be playing *Wembley International Soccer* for the whole time you're squabbling with it.
★★

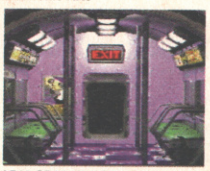
### KID CHAOS
**Ocean £26**

AP41 71% JD
Oh, how we wept into our mugs of unpleasant chocolate. Apparently the programmers of this game turned up on Ocean's doorstep with an exact copy of *Sonic the Hedgehog*, but in the inevitable legally sensible flurry of changes something terrible happened. In crept over-enthusiastic momentum, stupid obstacles that stop you running at speed (so why have such fast scrolling?) and unspottable traps, trampling all over the great vandalism-based gameplay and atypically imaginative level designs. Grrrr.
★★★

### KING'S QUEST 6
**Sierra £35**

AP41 70% JD
Point-and-click adventure that, while being large and involved, is also guilty of just about every point-and-click crime: tiny objects (with a cursor that doesn't point them out), deaths (and sudden deaths at that), endless screens of text, terrible jokes and no improvement in the cloddish control method despite three years having passed since Part 5.
★★★

### LABYRINTH OF TIME
**Electronic Arts**

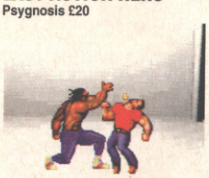


AP35 CD32 47% CW
Imagine one of the most beautiful slide shows that you've ever seen on an Amiga. Then imagine a less interactive slide show. That just about sums up *Labyrinth*. You've got to save the earth or something equally as paltry and explore a connecting maze at the same time. Nothing can hide the fact that there's no gameplay, no atmosphere, and ultimately, no reason at all whatsoever to play the thing. ★

### LAMBORGHINI AMERICAN CHALLENGE
**Titus £25**

AP34 74% A500 80% A1200 SF
*Crazy Cars 3* with a Lamborghini. Race over 15 different circuits dispersed over the whole of the US of A. Earn money by winning races and gambling on the outcome. Spend the money on upgrading the car with the usual run of the mill improvements like new tyres and gearboxes etc. It's not anything you haven't seen before, but it's still capable of firing you up on all cylinders. ★★★★

### LAST ACTION HERO
**Psygnosis £20**



AP39 3% SC
The world's other other worst film licence. ★

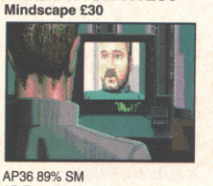
### LEGACY OF SORASIL
**Gremlin £26**

AP36 80% SM
Look, it's *Hero Quest 2*, all right? Perfectly fine and fun RPG hack-'em-up as it goes, but why not try *Sabre Team A1200* or *Laser Squad* (still) for something a bit zingier?
★★★

### LIBERATION: CAPTIVE 2 CD32
**Mindscape £35**

AP33 91% SF
AP Top 100 No. 33
The first game that really gets around to using the CD32 to its maximum potential. Massive gameplay area, 4000 levels, hours of digitised speech and fairly horrible graphics (sadly). Guide your four androids around the city which is viewed in *Dungeon Master* style and, by picking up and following the clues, liberate the wrongly imprisoned.
★★★★★

### LIBERATION A1200
**Mindscape £30**



AP36 89% SM
AP Top 100 No. 33
They said it couldn't be done, but it jolly well could you know because A500/600/1200 owners with 1.3 mb of free RAM can now play Tony Crowther's CD32 blockbuster from humble floppies. Apart from the sound, there's very little discernible difference between the CD32 and A1200 versions, and although the non-AGA machines simplify the graphics somewhat, the massive city with its captivating gameplay (cheers) remains pretty much intact.
★★★★★

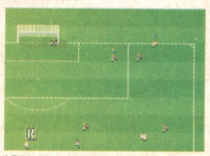
### LITIL DIVIL CD32
**Gremlin £30**

AP42 22% JN
Yes, you've heard the line hundreds of times before, but this time we're using it and we're great, so shut up. This game's graphics are cartoon quality, and the artists should seriously consider getting into animation. The look, the characterisation, the gags and (most importantly) the timing are impeccable. The game though is one club-footed step beyond the wretched *Dragon's Lair*, in that you have full control over your 'divil' but end up playing (dishonestly hard) *3D Maze*, *Simon* and *Frogger*. Sigh. ★

### MAELSTROM
**Empire £35**

AP35 72% SM
A space opera management game which may well appeal to science fiction fans. Lots of groovy stuff in here to get your teeth into. You are overlord of the most strategic planet in the galaxy. The big bad empire are out to conquer you. You must defend yourself effectively or else it's curtains. Gameplay is somewhat hindered by silly names and lack of an undo feature on the options.
★★★

### MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS
**Krisalis £30**



AP36 62% (A1200 63%) SC
It's *Sensible Soccer*, but for *Kick Off* fans. Hmmm.
★★★

### MEGA MOTION
**Black Legend £10**

AP35 75% SM
An original if somewhat hard to categorise puzzle game. 100 levels grouped into four difficulty types provides a nice balance for children and adults. Guide a Newtonian kinetic mimetic 'thing' to an exit. In between there are fiendishly placed obstacles and bombs in your path which have to be negotiated and blown up. The down side is that once a level has been completed, you're not going to go back to it.
★★★

### MICROCOSM CD32
**Psygnosis £45**

AP36 44% SC
Hugely disappointing rehash of *Space Harrier* that's neither as pretty as we'd hoped or as interactive as we'd been told. The animated intro's impressive, but 45 quid is about a fiver for every minute's entertainment this'll give you before you get utterly bored. ★

### MONOPOLY
**Supervision £28**

AP38 81% SC
A surprisingly fun version of the board game classic, made exciting by the character-filled opponents such as Lord Topper, Bosun Barnacle and Mobile Michael. Gather the family around your computer and force the loser to make cups of tea for £500 Monopoly money.
★★★★

### MR NUTZ
**Ocean £26**

AP38 80% SC
Although it's rather sprawling and seems sometimes aimless, this is nonetheless a well programmed and entertaining platformer. Mr Nutz is a squirrel out to save the world, or something like that. This *Mario*-esque adventure will give you hours of fun. If you like that kind of thing.
★★★★

### NAUGHTY ONES
**Interactivision £26**

AP36 90% SC
AP Top 100 No. 47
A fabulously loveable single-screen arcade platformer following in the traditions of *Bubble Bobble*, *Parasol Stars* etc. Dozens of stages, formidable difficulty and lovely to play. Just the way we like 'em.
★★★★★

### ON THE BALL WORLD CUP EDITION
**Daze £30 (£33 AGA)**

AP41 85% SF
At last – someone's actually sat down and worked out that what football management games need is a sense of fun. The feeling of involvement with your team is tremendous (you get to laugh with them, cry with them and, er, enjoy a post-match tipple with them). A distinct lack of numbers helps the game bounce along, and the all-round polish and attention to detail (not to mention solid management algorithms) puts this at the top of any wants list.
★★★★

### ON THE BALL LEAGUE EDITION

**Daze £30**

AP43 71% SF
The World Cup Edition game, but, insanely, minus all the human interest bits. In their place you get numbery management bits, the lack of which made the original so good in the first place. Foing!
★★★

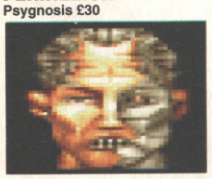
### OUT TO LUNCH A1200
**Mindscape £25**

AP39 76% JD
Despite being a platformer, and despite having a Slippy-Slidey Ice World on the first level, and despite forcing you to go looking for weapons at the start of each screen, an entertainingly playable(ish) and rewardingly difficult(ish) game with Pierre the Chef, the cutest hero ever in the history of all things. Frankly, it's Pierre and the other characters who really make the game (there's nothing here you've not seen before) but they do it with such pânache that you can't help but enjoy yourself. And the bit where the anthropomorphic salmonella absorbs your oh-so-lovable chef whole is truly gruesome.
★★★

### OVERLORD
**Virgin £30**

AP43 88% JD
Multitudinously viewpointed flight sim of WW2 Vichy-trouncing antics with a splendid regard for the player. You can speed up time in long flights, skip take-off and landing, and tell the computer to follow the target plane visually during an attack so you don't lose him when he moves past your line-of-sight. Controls are a bit clunky (far too many keys to remember) but that's unavoidable, and anyway it's got great explosions and trails of smoke. Enormous fun. Substantially faster on an A1200.
★★★★

### PERIHELION
**Psygnosis £30**



AP36 77% CL
Overwhelmingly orange RPG, a bit like a less-accessible version of *Laser Squad*. The graphics are pretty (in an orange kind of way), the onscreen text's a bit difficult to read (because of all the orange, probably), and the gameplay's a bit orange. Er, unoriginal. But it's okay. If you like fruity colours, etc.
★★★

### PGA EUROPEAN TOUR GOLF
**Ocean £26 (£28 AGA)**
AP43 84% JN
Golf. But, astonishingly, good. 'Real' players, 'real' courses, that tried and

tested press-for-power-press-for-direction control method, and some lovely sound effects. (But shockingly awful music, natch.) It's really very good fun, even for non-golfers. They're going to find it a tad samey, though.
★★★★

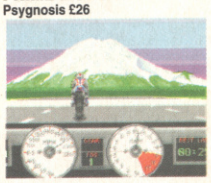
### PINBALL ILLUSIONS (AGA)
**21st Century £30**

AP43 89% JD
It's a disappointment, this. The presentation's been beefed up (including more detailed 'LED board' animations) and there's a multiball option (complete with a hi-res mode to show near all the table at once) but it really is just more of the same. Less of more of the same, as well: there were going to be four tables, but they chucked one away for not being good enough. So your £30 nets you exactly three tables. All good stuff, natch, but no vast improvement over *Pinball Fantasies*.
★★★★

### PIRATES! GOLD CD32
**Microprose £30**

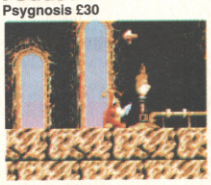
AP 35 74% SC
Yo ho ho and a bottle of rum, pieces of eight and shiver me timbers, are all phrases which will slip off your tongue when you play *Pirates! Gold*. It's basically just a re-release of *Pirates!* with tarted up graphics. Despite the basic framework, it manages to hoist your mainbrace and rope you into its rigging. Certain aspects are unnecessarily tedious and the combat system is too simple. Despite that, it's still a jig of a game.
★★★

### PRIME MOVER
**Psygnosis £26**



AP32 22% SC
Bad music, nasty noises, crap controls and years of boredom and frustration are yours if you buy this piece of motorbiking nonsense from 'ought to know better' Psygnosis – so don't. ★

### PUGGSY
**Psygnosis £30**

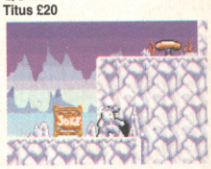


AP36 40% SM
Did someone say *'Puggsy'*? Crapsy, is more like it. ★

### PUTTY SQUAD A1200
**System 3 £30**

AP41 91% CW
Visually, aurally and conceptually gloriously inventive platform game with exactly the right mix of gags, guns, gullible cats with rubber stomachs and gameplay. Slither, bobble and dance-to-DJ-Uncle-Ted your way through fifty levels of disturbingly Apocalypse Now-inspired nonsense, hitting monsters with your blue putty fists and swallowing their souls with your amazing absorb-o-power. Easily the best platformer since *Yo! Joe!* and an object lesson in how to do a sequel properly. Bonus points for including a sample from Screwball Squirrel (Tex Avery, 1944) as well. Or possibly not.
★★★★★

### QUIK
**Titus £20**



AP40 58% CW
Stunningly average platform game affording nothing new whatever and rapidly becoming very annoying indeed. ★★

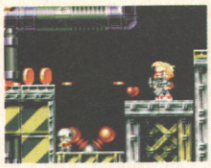
### REUNION (AGA)
**Grandslam £35**

AP43 81% CW
Current thinking in junk mail circles eschews the blanket approach, concentrating instead on finding out from various databases who you are, what you're like and what you like, and then 'targeting' their rubbish at you directly. *Reunion*'s a bit like that (except it's not rubbish) – it's a *Dune*-ish buildy things strategy game with no exciting bits at all and billions of stats which requires 50 hours to complete (if you know what you're doing), an A1200 and a hard drive. So get it, Bill Rebus of Toxteth – you'll love it.
★★★★

### ROBINSON'S REQUIEM
**Daze £35**

AP43 39% RP
Slow, slow, slow, dull, dull, dull RPG that has you walking around (so very much) in an effort to escape from a prison planet. Frankly, it's only passable with the cheat mode active, because then you can cut out the endless perambulation. The gimmick's that you have to keep in trim in the face of disease, but it's hardly worth the wait. ★

### RUFF 'N' TUMBLE
**Renegade £26**
AP42 88% JD
Platform game with guns that's appallingly difficult, but rigidly fair with it. Lovely reversals (your small cute child packs a machine-pistol;



the denizens of the typical platform levels – woodlands, underwater caverns and the like – are armour-plated and fire barbed harpoons), excitingly cataclysmic power-ups, very (but workably) tricky layouts and angrily playable. 'Challenging' is probably the word we're looking for.
★★★★

### RUGBY LEAGUE COACH
**Audiogenic £30**

AP43 62% PM
A football management game, but about rugby league. Oddly, you don't get any match analysis, so you don't know what you did wrong when you lose and have to fumble around to fix it. Worth a look for the novelty, though.
★★★

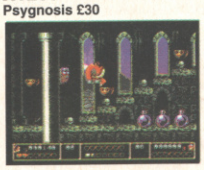
### THE RYDER CUP A1200
**Ocean £30**

AP35 77% CW
The *Ishar 2* of golf games. You'd never guess it from the name, but this covers the annual tournament between the golfers of Europe and the loud-mouthed cap-toothed prima donnas of America; the Ryder cup. The tournament inclusion lets you play with and against your friends in teams. Golf purists and other sensible trouser-wearers would probably be best advised to search out Nick Faldo's computer golf incarnation.
★★★

### SABRE TEAM A1200
**Krisalis £30**

AP35 89% CW
AP Top 100 No. 45
A *Laser Squad* variant, but this time using real computer people. *(er, sort of. – Ed)* Not only does it look better than the aforementioned game due to the AGA enhanced graphics, it also plays better. Movement is now much quicker and a whole mission can be played proficiently in about an hour or so. Considering the action, strategy and planning required, this is one game that will be greatly enhanced by the release of extra mission disks. We're holding our breath.
★★★★★

### SECOND SAMURAI A1200
**Psygnosis £30**



AP36 89% CW
AP Top 100 No. 19
Different to, but not noticeably better or worse than, the ordinary A500 version. But that doesn't work on A1200s, so if you've got one and you want to play *Second Samurai*, get this version.
★★★★★

### SIERRA SOCCER
**Sierra £25**

AP38 62% SM
An interesting copy of *Striker* (allegedly) that is sadly flawed by one or two bugs. The computer frustratingly switches between your players as it tries to decide which is nearest the ball and the whistle may blow in between you hitting a penalty and the ball going into the net. Annoying.
★★★

### SIMON THE SORCERER
**Adventure Soft £35**

AP34 69% JD
Point and click adventure with a 'spot the fairy tale' feel about it. Suffers from the usual 'interactive' pitfalls i.e. you spend a lot of time scanning the screen with the pointer to see if anything registers. Peppered throughout with utterly forgettable jokes and suffers from the early text adventure syndrome of 'can't do that' messages. Fans of the Brothers Grimm and CS Lewis may like it. Everyone else should avoid.
★★★

### SIMON THE SORCERER CD32
**Adventure Soft £35**

AP42 57% JN
Exactly the same game as the A1200 version – all the poor jokes, all the pointless wandering, all the fantastic graphics, all the obvious puzzles – but this time with speech. Greatly annoying speech that's compulsory and bugged at that. One to acknowledge as a breakthrough game following *Darkseed* into unexplored 'talkie' territory, if not to actually buy.
★★

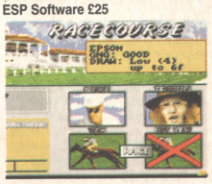
### SKIDMARKS
**Mindscape £25**

AP34 78% A500 80% A1200 SM
Fantastic little racing game completely written in Blitz Basic. Race over twelve tracks generated using the painful sounding quadratic-B-splines. The cars have a character all of their own due to the number of frames used to draw them. A1200 owners are catered for with an AGA enhancement disk. Handling is good, and racing against several human opponents takes it to a new dimension.
★★★★

### SNAPPERAZZI
**Alternative £20**

AP34 36% SM
Not good enough to be considered run-of-the-mill. This platformer puts you in charge of a demented looking tabloid reporter who has to snap celebrities for a living. The gameplay requires pixel perfect positioning and is further decremented by a nauseating colour cycling background. All in all, one to be missed even at the super soaraway price of £20. ★

### STABLE MASTERS 2
**ESP Software £25**



AP38 58% SM
A sort of football management sim for horse fanciers, *SM2* gives you the chance to race the horses you've trained, collect the prize money (or not) and bet on yourself. The down side is wading through all the statistics, which is tedious if you're not a big fan of the gee-gees.
★★★

### STARDUST
**Daze £17**

AP33 89% SC AP Top 100 No. 23
Superb looking and eminently enjoyable *Asteroids* with a thousand more levels, features and enhancements. Great music synchs amazingly well to the action and gets you totally involved. Gorgeous graphics pour out of the screen and into your eyes. This beauty will keep you blasting away for hours and hours. So buy it!
★★★★★

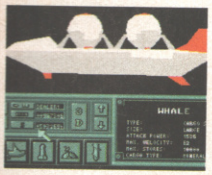
### STARLORD
**Microprose £35**

AP43 51% SF
Conquer-the-universe larks a-plenty type of strategy game with an altogether slipshod approach to control and presentation, and an extraordinarily terrible combat sequence (that, fortunately, you can skip). They should have dropped it altogether to concentrate on the strat side. ★★

### STAR TREK A1200
**Interplay £35**
AP34 62% DG
Even the most die-hard of fans will find this 25 year tribute disappointing. It's for A1200's with hard drives only. While this should have made the game nice and complex and able to run like a peach, it all comes down to the fact that the game is a series of

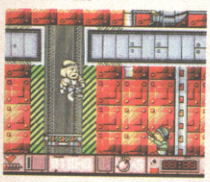
mini adventures none of which offer enough to whet your interest beyond being slightly bored.
★★★

### SUB
**Thalamus £30**



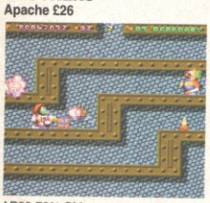
AP33 62% JN
A strategy game set in the aftermath of apocalyptic disaster. You control (can you guess?) a Submarine. You have to mine and trade and fight and generally rebuild your own miniature underwater civilisation. Sounds alright but it's all rather tedious, unfortunately.
★★★

### SUBURBAN COMMANDO
**Alternative £25**



AP33 62% SC
The one film licence in the world that's really not too bad at all. It's a mish-mash of various game styles with elements of shoot-'em-up, beat-'em-up and platform games. It's hugely derivative but not as bad as it could be. You'd expect rubbish from a game like this, with such an obviously tacky tie-in. But Stuart was kept busy and amused for quite a while. He even stopped watching re-runs of the cult Australian '70s TV series Canoe Squad when he was playing this. It stars Hulk Hogan too.
★★★

### SUPER METHANE BROTHERS
**Apache £26**



AP39 72% SM
Bit of a tricky one, this. It's *Bubble Bobble*, but with vacuum cleaners that fatally squirt the monsters against walls. But, er, it's not very good. And we can't really put our collective finger on the reason why. Structurally, it's identical to the much-loved dinosaur/soapy envelope original (120 levels, mini-bosses, tricky bonuses, secret rooms) and many of the screen layouts are unsportingly similar, but it's not *there*. Um. Maybe it's the lack of continues (or any kind of restart points) or the fact it's all so numbingly easy. But probably not. It's okay. Ish. Basically. (Or maybe *Bubble Bobble* wasn't actually that wonderful all along.)
★★

### SUPER STARDUST A1200
**Team 17 £30**
AP42 89% JN
*Stardust*, fairly obviously, but on the A1200, equally obviously, which means better graphics, better sound, faster tunnels, bigger asteroids,

underwater *Thrust* sub-games and keyboard control. Fabulously lovely in every respect, except (especially bizarrely considering the embolismingly hard A500 version) it's far, far too easy – we suspect Team 17 bullied the programmers into toning it down. Why? Why? A great game, but not quite a *great* game, if you see what we mean.
★★★★★

### SWITCHQUIZ
**Switchsoft £29/£37**

AP41 54% CW
A pub quiz game with the novelty of two four-button hand controllers (four in the more expensive version) but the bugbear of atrocious presentation. Tiny print unreadable without a magnifying glass, Smashie & Nicey samples, no colours (beyond red) and – fatally – questions that are repeated. Data disks are promised for the future, but even so Trivial Pursuit still rules the roost as far as stupid quiz games go.
★★

### T2 – THE ARCADE GAME
**Virgin £26**

AP33 57% SC
*Terminator 2* is, predictably, a predictable shooting gallery fest with all your favourites from the movie. Well actually it's all your favourite bits from the far future bit of the movie. Like armies of terminators coming storming towards you and you shoot them all. And, er, then armies of terminators sprint across the screen and you shoot them all, only more quickly of course. And, er, so on...
★★

### THEME PARK
**Electronic Arts £30**

AP42 91% CW
Tellingly sponsored, frightening demonstration of the sophistication of mood manipulation techniques in today's grotesquely commercial world, as you oversalt chips to get the tourists to buy drinks, oversugar the drinks to make them hyperactive and fiddle the time your rides run for so you can cram in more people per day, then hugely underpay your indispensable staff and sell off the place to finance your next step in global funfair conquest. Loot 'em and boot 'em, that's the ghastly philosophy of *Theme Park*. Or you can play the game to make a really nice funfair with great rides and reasonable prices. But then you'll go bankrupt.
★★★★★

### THE CLUE
**Neo £30**

AP43 60% JD
Who remembers *Dodgy Geezers*? (They're only nice lads at heart.) They Stole a Million? Well, here's the Amiga version. Recruit a gang, burgle a building and get away with it, but spend most of your time in taxis and ruing the controls. It's a Germanglish text adventure disguised as a point-and-click, and it's only the fact they didn't convert *Dodgy Geezers* or They Stole a Million that stirs up interest.
★★★

### TOP GEAR 2
**Gremlin £26**

AP42 63% CW
An average racing game slapped down to mediocrity by comparison with the likes of *Lotus 1*, *F1GP* and the mighty *F1* itself.
★★

### TORNADO
**Digital Integration £35**

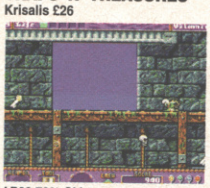
AP35 78% 82% A1200 CL
Probably as in-depth as flying the real thing. There are well over 100 buttons to press, which when pressed will engage your terrain-hugging Tornado in some sort of aerial manoeuvre. There are several pre-programmed missions to be engaged in, but it's severely hampered by speed of frame update, even on an A1200. Still doesn't stop the level of attention to detail being both impressive and daunting. State-of-the-art pedantry for people to cheap to fly the real thing.
★★★

### TOTAL CARNAGE
**ICE £30**

AP37 10% SC
The *International Rugby Challenge* of coin-op conversions. It bears as much resemblance to the coin-op as a Centurion Tank does to Thomas the Tank Engine. It's impossibly difficult to play, collision detection is awful. There are numerous extra lives strewn around in a desperate attempt to keep you playing, but it comes down to the simple fact that only the name gives you a clue as to the aims of the game. We advise you to give it a well earned miss.★

### TORNADO A1200 VERSION
**Digital Integration £40**
AP38 82% JD
There are minimal differences between this and the ordinary version. ★★★★

### TRAPS 'N' TREASURES
**Krisalis £26**



AP38 79% SM
Pirate platform antics with plenty to do. The monsters are a bit too hard perhaps, but the puzzles are intriguing and will make this game last you for some time.
★★★

### TUBE WARRIORS A1200
**Dynabyte, £26**

AP36 12% SC
This is a quite frankly horrible beat-'em-up that makes about as much use of the A1200 as my granny does when she's going shopping. For vegetables. On a Monday. In the market.★

### UFO
**Microprose £35**

AP43 75%/85% CW
It's *Laser Squad* again. Except with perfectly-isometric 3D graphics. Oddly inconsistent (there's an involving stats bit and tedious air combat sequence in addition to the main clomping around an invaded town shooting things section) but still as fun as it ever was. Horribly sluggish when the aliens move, though, and you really have to play it from hard drive. (Hence the two marks – the lower's using floppy.)
★★★/★★★★

### ULTIMATE BODY BLOWS
**Team 17 £30 CD32**

AP39 86% SC
Third time lucky (or fourth, we've lost count of how many versions Team 17 have done) for everyone's favourite (and scandalously shameless) *SF2* clone. It's got the lot: sensible use of the extra buttons, 21 individual characters (as opposed to the same character 21 times) and a fast mode that's scorchingly nippy. You'll fairly obviously need two joypads though.
★★★★

### ULTIMATE PINBALL QUEST
**Infogrames £30**

AP39 61% JD
No it isn't. ★

### UNIVERSE
**Core £35**

AP41 21% JN
A point-and-click game so poor you'll want to volunteer for the Army rather than play it. ★

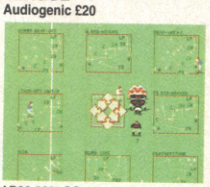
### VALHALLA
**Vulcan £30**

AP39 19% CW
Not, regrettably, the redundantly drawn-out *Speccy* adventure (which, apparently, only one person ever bothered to finish) but an overhead-view maze game where you walk around and get killed by unspottable traps. A lot. ★

### WEMBLEY INTERNATIONAL SOCCER
**Audiogenic £26 CD32/A1200**

AP39 85% SM
Footy game of the Let's Not Actually Try Hopelessly Optimistically to Trounce *Sensi* school that's all the better for it. Some splendid ideas (overhead or isometric views, an optional window showing the player to whom you're going to pass, custom playing styles) pep it up no end, but it's all let down by the sticky speed and uncomfortably small pitch. Let's hope there's a Version 2, eh? Best played with a CD32 joypad, which you can do on the A1200 version as well.
★★★★

### WEMBLEY RUGBY LEAGUE
**Audiogenic £20**

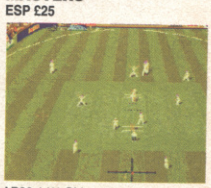


AP38 62% SC
A manly and noble sport makes its debut on the Amiga. Unfortunately this is probably not quite as much fun as *Five Nations Rugby* (AP14, 86%) which uses the same game engine. Something's missing in the translation.
★★★

### WILD CUP SOCCER
**Millennium £26**
AP40 14% CW
How to kill a good idea about football with a strapping dose of violence. Step one: Present the game in

incredibly acute isometric 3D so it's stupendously difficult to see what's going on and inconceivably hard to make accurate passes. Step two: Implement the football mechanics in a fantastically terrible manner, so that you have to painstakingly beat up and kill all the opposing players, if you don't want them to just zip in and nick the ball leaving you helpless or pulped, or dead even. Step three: Compensate for this fault by allowing the player to run directly across the screen and score. Step four: Save time by allowing the player to complete the entire game just by holding down the fire button. Step five: Refuse to scrap the game and release it. For £26. It's true. All of it.
★

### WORLD CUP CRICKET MASTERS
**ESP £25**



AP39 14% SM
Cricket. Done very badly indeed . Your men are drawn from the Lowry school of figurative work and are consequently almost impossible to see, the animation is appalling, the gameplay is ruined by intrusive point and click menus and it costs far too much money for what it is. If you want to play cricket on your Amiga, do yourself a favour and go out and get *Graham Gooch's World Class Cricket* which is a much more highly polished, civilised and playable affair. It's good to see independent companies having a go, but that's honestly just about the only good thing you can say for this awful game. ★

### WORLD OF SOCCER
**Challenge £20**

AP40 5% SM
It's a football management game. Written in BASIC. By programmers who can't spell. Or write football management games with the least modicum of imagination. So surprisingly we don't like it. Very much. At all. You'd be better advised to stick your head in a vat of sulphuric acid than to contemplate buying and playing this so-called, self-styled 'game'. ★

### WORLD CUP USA '94
**US Gold £26**

AP41 20% SM
Terrifyingly awful overhead-view footy game in the rash of footie games this year with every fault imaginable ranging from eleven minute loading times, through hopelessly fiddly tackling, to 100% successful passes that reduce the game to kicking the ball from one end of the pitch to the other. Quite possibly the most shameful full price release this year. ★

# the secret cavern

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## SOFTWARE

● *Man Utd Premier League Champions* £12, *Cannon Fodder* £12, *Sensible Soccer 92/93* £8, *Heimdall 2* £12, *Apocalypse* £12 & *Soccer Kid*, £10.
**Nerd Rider Mason (0742) 451115**
● *Last Action Hero*, boxed original, £15 including postage. **Anthony Page (0454) 321249**
● Games for sale: *Syndicate*, *F1GP* £15, *Lotus 3*, *Populous 2*, *Nick Faldo's Golf*, *F15 II*, *3D Construction Kit* £12, *Mega-lo-Mania*, *Jimmy White's Snooker* £10, PC Version of *Alone in the Dark 2* £20. All boxed originals with manuals.
**Dan (09467) 24694 – After 4pm**
● *Zool*, *Intelligent Games*, *Battle Chess*, *Puzznic*, *Risk*, *Kosmos Answer Back*. All boxed, swap or sell. Lots of other games.
**Luke, 18 Links Drive, Tilehurst, Reading, Berks, RG3 4YT**
● A1200 boxed originals – *Syndicate* and *Chaos Engine*, £10 each or swap both for *Theme Park*.
**Graeme Lloyd (091) 285 8714. After 4pm**
● *Chaos Engine*, *Alien Breed 2*, *Puggsy*, *Monkey Island 1 & 2*, *Jurassic Park*, *Flashback*, *Soccer Kid*, *Superfrog*, *Wild Cup Soccer*, *Music X*, *Quartet* plus 10 more, all boxed originals, £120 ono the lot.
**John Doherty (061) 273 7138**
● *Frontier: Elite 2* £10, *Civilisation* £10, *Supremacy* £6.50, *Darkseed* £10, *Nippon Safes* £10, *Populous 2* £7.50, *Realms* £7.50, *Utopia* £6.50 plus loads more. All boxed originals.
**Dawn Thompson (0493) 653195**
● For sale *Premier Manager 2*, *Skidmarks*, *Brutal Sports Football*, *Jurassic Park* and *Sleepwalker*. All boxed originals £17 ono.
**Darren Richards (0326) 561855**
● For sale *Monkey Island 2* £10, *Sensible Soccer* £8, *Assassin* £7, *F1 Grand Prix* £10 and *Fire and Ice* £7. Plus many other games at bargain prices.
**Ben Keeling (081) 579 4368**
● *Valhalla* £10, *Patrician* £8, *EOB2* £8, *Impossible Mission 2025* £8, *Airbus A320* £10, *Zool* £5, *Indy: Last Crusade* £5. All boxed originals. Will swap for *Ragnarok*. **Allan Brown (071) 793 1185**
● Sell for £5 to £10 the following: *Populous 2*, *Premiere*, *Premier Manager*, *Lotus 2 & 3*, *Chuck Rock*, *Robocop 3*, *Super Space Invaders*, *Alien Breed 2 (A1200)*, *Stardust*
**David Norton (0440) 708312**
● *Flames of Freedom*, *Sabre Team*, *Premiere*, *Frontier*, *Syndicate*, *Maniac Mansion*, *PowerMonger*, *R-Type 2*, *Robin Hood* – £10 each.
**Lee Drury (0954) 251170**
● 300 Amiga Cover Disks & complete back issue collection of Amiga Format & Amiga Power. Offers?
**Martin Pace (081) 220 4350**
● Amiga Power issues 19-40, ish 22 very slightly damaged, otherwise very good condition. Disks only with issue 31, 34-41. £2.50 with disk, £2 without or £25 for the lot (just £1.10 per issue).
**Ben Gallivan (0495) 774335**
● 100 boxed Amiga games for sale. Latest titles from £2-£15.
**Rod Alvin (0480) 471233**
● *Cannon Fodder*, *Kings Quest VI*, *Sensible Soccer* and 42 other classic games, all under £15.
**Andrew Openshaw (0709) 551107**
● *F19*, *MiG29*, *B17*, *Birds of Prey*, *Special Forces*, *Robocop 3*, *Striker*, *Euro Champs*, *Premier Manager 1 & 2*, *Soccer Kid*, *Sim City/Populous*, *Mega-lo-Mania*, *Lotus 3* – £5 each.
**N Jones (081) 508 2549**
● *Alien Breed 92* £7, *4D Boxing* £5, *B17* £17, *Beneath A Steel Sky* £18, *Desert Strike* £15, *Mortal Kombat* £17, *Robocop 3* £7.
**Alan Davies (0737) 355664**
● Will sell *Robocop*, *Test Drive 2*, *Dream Team* and *Euro Championship* for £24 or £5 each.
**Stephen Gillard (0754) 85684**
● *KGB*, *Jurassic Park*, *Darkseed* £10 each, *Operation Stealth*, *Temptress* £5 each, *Beneath A Steel Sky*, *Simon the Sorcerer* £15 each. Boxed originals, may swap.
**L D Stonehewer (0706) 842515**
● *Frontier: Elite 2*, *Gunship 2000*, *Detroit*, *Settlers*, *Battle Isle*, *Battle Isle '93*, *Perfect General* £10 each, all boxed originals.
**Chris Raper (0274) 543628**
● Games, all originals, boxed, for sale including: *Syndicate* £12, *Settlers* £12, *Chaos Engine* £12, *Nick Faldo's Golf* £12, Plus many more. Send SAE for list. Amiga games only!
**Stephen Pearce, 3 Hazelbury Court, Hazelbury Crescent, LU1 1DG**
● Bargain Box!! Over 40 original boxed games for sale. Some good, some cack. Includes *Future Wars*, *A-Train*, *Addams Family* and *James Pond* – £60 the lot. No offers. (that's less than £1.50 per game).
**Kevin Evans (0332) 703462**
● Commodore 64 games for sale. Almost new, from only £1 each. Send SAE for list.
**Clinton Gosling, 25 Selsdon Road, Wanstead, London E11 2QB**
● *First Samurai* £5, *Ninja Warriors* £5, *Terminator 2* £5, *Striker* £5, *Turtles* £5, *Future Basketball* £4, *Shinobi* £4, *Rodland* £5, *Fun School 2* £4. All boxed originals with manuals. Or £42 for the lot.
**Kevin Dickinson (061) 798 9786**

## HARDWARE

● A1200, 11 months warranty, games, joystick, boxed as new £300. No offers.
**Mike (0323) 895513**
● 1Mb A500, joystick and 19 games all boxed including *Captive*, *Wing Commander* and *Elite* £150
**Thomas Allchorne (0689) 860916**
● A500, 1Mb Upgrade, Mouse, Joystick, £250 worth of games, 10 blank disks with diskbox, £175 ono.
**Robert Plant (0782) 514562 After 5pm**
● Amiga 600, 2Mb, joystick, Quickshot mouse with games. 1 year old but in good condition. Worth £300 will sell for £150.
**Gareth Howells (0384) 571091 After 6pm**
● Amiga 500, 85Mb hard drive, extra memory, books, games, £480.
**Keith Larwood (0708) 371564**
● CD32, *Sensi Soccer*, *Gunship 2000*, *D/Generation*, *Liberation* and more. Boxed as new, sell for £240.
**Duncan Lame (0844) 216993**
● Amiga 500 boxed, 2Mb upgrade, Philips printer, modem, mouse, 3 joysticks, hundreds of games and utilities, magazines etc. Bargain, £180 ono for quick sale.
**Andrew McCabe (0766) 514195**
● Amiga 500, 1Mb, 2nd disk drive, 70 original games, £250 ono.
**Craig Smith, 110 Lancaster Avenue, Skegness, PE25 2PL**
● Amiga 500, 1Mb, 2 external drives, 2 joysticks, 1 mouse, numerous games, blank disks and AMIGA POWERs. With T.V £225, without £180 ono.
**Russ Carpenter (0572) 812762**
● Super Famicom + 3 games/2pads £125 ono. Atari ST + loads of games £100 ono.
**Simon Paterson (0422) 844826**
● Amiga 1200 desktop pack, £800 worth of games, Amiga mags worth £100, 2 joysticks, lockable disk box, mouse mat, all in original casing with 3 year guarantee. Worth £1300 will sell for £650.
**Mark Firth (081) 244 5402**
● A600 in excellent condition, boxed as new with manuals, mouse, joystick, joypad, 6 games + lots of demos, utilities and magazines. £200.
**Stuart Speirs (0698) 745174**
● 6mb A1200 200Mb HD, 1084S, external drive, control centre, mouse/joystick switcher, 2 joysticks, 800 games, 200 blank disks, 150 magazines. All £1250 ono.
**Steve Any Joke Gray (0322) 56189 After 6pm**
● GVP 80Mb hard drive. Hardly used, under warranty until January 95. £280 ono.
**Paul Jarvis (081) 428 2468**
● Amiga 600 1Mb + Commodore 1084ST colour monitor, games, 200 disks, 2 joysticks + mouse – £375 ono.
**Don Savins (0353) 862790**
● 1Mb Amiga 500, 10 games, AMIGA POWER issue 6, 10, 12-37 + disks, assorted disks and magazines, all for £250.
**Richard Elliot (081) 894 9413**
● Amiga 500+ 1Mb, colour printer, utilities, games, demos, 37 AMIGA POWERs. £250 ono.
**Andrew Free (0892) 530387**
● CD32, excellent condition, 10 games + 5 demo CDs, games include *Ultimate Body Blows*, *Gunship 2000* and *Sensi Soccer*. £270 ono.
**Richard Ponton (0689) 824993**
● A600, 2Mb, 20Mb hard drive, less than 1 year old. Perfect condition – bargain at £200.
**Rob Graft (0992) 584205**
● Philips CD-i 220 with digital video cartridge and 7 games. Six months, 4 year guarantee. Worth £800 will sell for £450. **Darren Price (0244) 571360**
● A1200, 6Mb RAM, 2 external drives, SCART lead, dust cover, loads of games. £400.
**Douglas Hutt (0491) 824265 After 6pm**

Thanks to: **River Island** for the suits, Tim Smith for the guitars, Dave Golder for the drums and **The Loft** for the space.

● Amiga 600 with joystick, mouse and good selection of games. Will accept £200.
**Rod Alvin (0480) 471233**
● A500 1Mb with over 20 games including *Monkey Island 1 & 2*, 'bug' joystick and mouse also included.
**Ross Kendall (0775) 767484 After 6pm**
● A600, just under 2 years old, very good condition. Games boxed including *Putty, Fire & Ice, Kings Quest V*. £190 ono.
**Martin Budd (0962) 771568**
● CDTV player for A500+ plus 1 game £100 ono. Sega Master System 2 and 3 games £50.
**Kevin Wood (0522) 560783**
● Amiga 500 with SCART, 1Mb, 2 joysticks, mouse, disk box + disks, many games, word processor. £150 no offers.
**Adrian Stait (0256) 54994**
● A500 1Mb, 2 disk drives, 2 joysticks and 1 mouse, over 50 games + 120 demos – £200 ono.
**Chris Attwood (0892) 524562**
● A500+, 35 games, mouse, joystick, dust cover £220 ono. Also Master System, 2 games £25.
**Tom Champion (0291) 421988**
● Mega Drive, 25 games, Menacer, 3 joypads including six button pad, boxed with instructions worth over £800. Sell for £300.
**Darren Price (0244) 571360**
● A1200, with 1084S colour monitor, and top new boxed games, all brand new condition, hardly used, sell for £420. Offers.
**Hursh Nayar (0223) 423598**

## WANTED

● New disk mag needs PD for review, also needs tips, pics, music. So help the profit making mag, XA!
**N Johnson, 1 Sutton Road, Llandow, Cowbridge, South Glamorgan, CF7 7PA**
● Wanted: *Midwinter 2* for cash or swap for my *Space Crusade*. Boxed please.
**Paul Easten (071) 978 9495**
● Wanted for cash or exchange, the following: SSI Software for the Amiga, *Typhoon of Steel, War of the Lance, Battlegroup*.
**Gordon Stuart West (081) 467 6450**
● Wanted hard drive 60 or 40Mb. Swap for C64 with games. Also looking for A600 owning pen pal
**Kevin McDonnell, Drumkeen, Ederney, County Fermanagh, Northern Ireland, BT93 (03656) 32103**
● I am looking for quality wargames for Amiga 1200, particularly *Perfect General Data Disk*.
**David Bartlett (081) 677 8933**
● Wanted: Boxed original of *Civilisation*. Will pay £25 or swap for *Premier Manager 1 or 2*.
**Stephen Smith (0908) 372435**
● *Silent Service 2*. Pay £15 for it, or swap for *Nigel Mansell's Championship*. **Neil Devine (0204) 78864**
● Wanted: I am a 15 year old Kart racer in need of a drive. No time wasters please.
**Kirsty Reid (0387) 59546**
● *Bards Tale 1, Dragon Wars, Bards Tale Construction Set, Ultima 4*. Will pay any price £10-£30. **Edward Tilloson-Sills (0724) 732732**
● Amiga 600 copies of *Castles, Napoleonic Wars, Dreadnoughts, Sub*. Willing to buy good copies.
**Matthew O'Mahony (071) 558 2431**
● Standard A1200 mouse. Name your price.
**Paul Japp (081) 940 1935**

## SWAPS

● Swap my *Premiere, Video Kid, Another World* and *Test Drive 2* for your *Megafortress* and *Sherman M4*.
**Fida Gilani (071) 237 7353**
● My *Syndicate* AGA for your *Monkey Island 2* or *Legend of Kyrandia*. Boxed originals only.
**William Young (041) 781 1286**
● My *Frontier: Elite 2, Nigel Mansell, Moonstone, Celtic Legends, Body Blows* + many more for your *Ruff 'n' Tumble, F1, Bump 'n' Burn, Super Hang On* or others.
**Anna Jeal (0773) 530776**
● *AD&D Eye of the Beholder* for *Skidmarks* A1200 or *Mortal Kombat*. With box and instructions please. Or swap for *F117A*.
**Mark Schofield (0482) 820402**
● *Sabre Team, Frontier: Elite 2, SF2, Wing Commander, Monkey Island 2, Lotus 3, Zool, A-Train* for *Mortal Kombat, Theme Park* (A600).
**Nick Darlow (0243) 783204**
● I will swap my *Future Wars, Cadaver, World Class Rugby, Dungeon Quest* etc. for your *Mortal Kombat*.
**Chris Moore (0953) 885161**
● I will swap my *Leisure Suit Larry* for your *Pushover*.
**Robert Campbell (0877) 862087**
● Swap *Genesia* for *KGB, Simon the Sorcerer, Ishar* A1200, *Heimdall* or any other RPG suggestions.
**Collette Jebb (0287) 637593**
● Will swap *Nigel Mansell* for *Syndicate* or *Theme Park*.
**Johnathan Price (0932) 351877**
● Send me your *BC Kid, Firelore* and *Desert Strike* and I will send you my *Zool 2, Syndicate* and *Monkey Island 2*. All boxed originals.
**Jose Manual Munol Bou, Cl Carlos Santhou 15, 3, 7, 12540 Villarreel, Castellou, Spain**
● I will swap my 500+, CD-ROM and colour printer and 150 games for a CD32 with 2 controllers and loads of games.
**Mark Smith (0473) 680633**
● My *Photon Paint, Striker, Transwrite, Zool, Rodland* for your *Sim City, Civilisation, Syndicate, McDonaldland, Beneath A Steel Sky*.
**David Richards (041) 777 8350**
● My *Cannon Fodder, PowerMonger + WW1* data disk, *GOAL* for *Settlers, Historyline, Indy: Fate of Atlantis* + any other good game.
**Neil Jones (0483) 62879**
● Will swap my *Jurassic Park* & *Indy: Fate of Atlantis* for your *Graham Gooch's Cricket* or *Historyline*.
● A600 with 27+ games inc *Cannon Fodder, Lemmings 2* and *Supercars* for A1200 with 1 game or more.
**Daniel Newman (0452) 714103**
● Swap my *K240, Elite 2*, or *Cannon Fodder* for your *Beneath a Steel Sky, Monkey Island 2* or *D-Day*. No pirates. **Joe Clarke (0283) 540192**
● I will swap my *Beneath A Steel Sky, Bubba 'n' Stix, Elite 2* and *Lure of the Temptress* for *Heimdall 2 AGA, Cannon Fodder, Flashback* or *Innocent Until Caught AGA*. **Craig McCloy (0292) 591460**
● Swap *Cannon Fodder, Mortal Kombat* or *Bubba 'n' Stix* for *Desert Strike, Second Samurai (A1200), Micro Machines* or *Sim City Deluxe* or sell for £12 each.
**Richard Oldfield (0323) 765262**
● My *Empire Soccer, Sensible Soccer, Cannon Fodder* for your *Wembley International Soccer*. Must be boxed with instructions.
**Mike Chenery (0603) 504493**
● My *Syndicate* or *Man Utd PLC* for *Indy: Fate of Atlantis (ADV)* or *Championship Manager Italia (A500)*.
**Simon Fraser (0702) 342992**
● My *Heimdall 2 (AGA)* or *Syndicate* for *Liberation* or *Civilisation (AGA)*.
**Tom Werber (0473) 735666**
● Will swap my *Pacific Island* for your *Detroit, Reach for the Skies, Elite 2* or any sensible suggestions. Must be boxed originals with instructions.
**Andrew MacDonald (0505) 863440**

## PEN-PALS

● AGA contacts wanted. 101% reply, male/female, serious replies only.
**Richard Whittington, Gate House, 94 Hogs Gate, Moulton, Spalding, Lincs. PE12 6QH**
● Pen pals wanted, especially females, who like Amigas and music. I've been told that I'm good looking, must be 15 or over.
**Gary Davison, 11 Alderson Street, Hartlepool, Cleveland, TS26 9HA**
● Searching for male pen pal, aged between 13-14. My hobbies include listening to music, my favourite bands are Rage Against The Machine and Metallica.
**Mark Skillen, 3 Copeland Drive, Comber, Newtownards, Northern Ireland, BT23 5JJ**
● I'm looking for contacts, UK or overseas, 100% reply.
**Paul Cimatti, 9 Blaen Cwm, Llandudno, Gwyndedd, North Wales, LL30 1LE**
● Male/Female wanted, any age, must be willing to write often. I'll write to everyone!
**Ian Smith, Oak Cottage, 1 Alvanley Drive, Helsby, Cheshire, WA6 9QE**
● Pen pal wanted! Must be male, 13/14. I like heavy metal, sport and have plenty of good games for my A600. 99% reply.
**Richard Bennett, 7 Copeland Avenue, Comber, County Down, Northern Ireland, BT23 5HX**
● Amiga 1200 & CD32 contacts wanted for PD, Demos and other stuff.
**Graham Kavanagh, 53 Raheen Park, Ballyferndt, Dublin 10, Ireland**
● 21 year old A1200 owner, looking for female or male penpals. Aged 16+, guaranteed reply.
**Matthew Fyffe McFadden, 46 Causeway End Park, Lisburn, Co Antrim, Northern Ireland, BT28 2HX**
● 21 year old male into rave music, owns A500. Wanting pen friends. Please write – it's just for fun!!
**David Allen, 409 Bentley Road, Bentley, Doncaster, DN5 9TJ**
● I've got an A500+ with loads of games, so girls (especially) and boys 15+, get writing. Photo if possible, reply 99% guaranteed.
**Andrew Robinson, 20 Lime Avenue, Whitefield, Manchester, M45 7FW**
● Pen pals needed (girls in particular) 100% reply. 16+, sporty and computers
**Ian Poley, 11 Cradoc Road, Brecon, Powys, LD3 9LG**
● Looking for male/female penpals 13/15. 100% reply, please send photo (preferably of yourself)
**Richard Waller, 69 Preistfield Road, Gillingham, Kent, ME7 4RE**
● Amiga contacts wanted urgently, all letter will be answered. **John Quinland, 69 Neilstown Drive, Clondalkin, Dublin 22, Ireland**
● Pen pal wanted, any age or sex. I'm into computers, RPGs and music. Will write to all. I'm 17.
**Andrew Fraser, 64 Glencoe Street, Glasgow, Scotland, G13 1YP**
● I am looking for a 12-13 year old who has an Amiga 500 and who will do swaps and cheats. I am 13. If possible send photo. 100% reply.
**Ben Witts, 83 Meadway, Twickenham, Middlesex, TW2 6PL**
● Hi there to any females with an Amiga, good looks or even both, between 16 & 18
**Neil Bradford, 32 Brighton Way, Stevenage, Herts, SG1 2JQ**
● Sad, lonely male who no one near him likes, looking for loving female comfort any age. Must like rave music and having a good time.
**Andrew Allison, 32 Larchfield Gardens, Crook, Co. Durham, DL15 9LX**
● A500 owner is looking for overseas penpals. 100% reply. **Jose Manual Munol Bou, Cl Carlos Santhou 15, 3, 7, 12540 Villarreel, Castellou, Spain**
● Wanted. Male pen pals 17+, 100% reply to any instantly, 78% reply to any other.
**Margaret Coomber, Appletree Cottage, Pattenden Lane, Marden, Kent, TN12 9QS**
● I would like female pen pals aged 13-15 from anywhere. Interests music and cinema. Guaranteed quick reply. **Dean Talbot, 14 Hawthorn Close, Woking, Surrey, GU22 0BT**
● 16 year old lad interested in computers, wants girl 14-16 year old pen pal. 100% reply.
**Steve Smith, 39 Wasdale Gardens, Estover, Plymouth, Devon, PL6 8TN**
● I own an Amiga 500, and want a European, preferably French, pen pal. 100% reply. 13-15 years old. **Tom Sullivan, 45 Cator Crescent, New Addington, Croydon, Surrey, CR0 0BL**
● Looking for worldwide Amiga contacts, I am a male, seeking Amigaship, send photo etc. I will reply within 3 days. 100%. Females preferably.
**Steven (Shadow) Pounder, 13 Dean Court, Queensway, Rochdale, OL11 1TX**
● 14 year old male, DPaint animator, looking for Amiga using 'Trekkies' male or female.
**James Gallagher, 40 Brandymggs, Cairneyhill, Dunfermline, Fife, Scotland, KY12 8UU**
● 24 year old male, seek male and female Amiga 500/+ & 600 owners to exchange games etc.
**Mark Penfold, 13 Sterlinh House, Cambert Way, Ferrier Estate, Kidbrooke, London, SE3 9YE**
● I'm 30 and own an Amiga 600. I'm looking for pen pals to swap games, hints, tips. 100% reply.
**Paul Orme, 12 Anchor Street, Coldhurst, Oldham, Lancs, OL1 3EG**
● PD contacts wanted. Must have a sense of humour and be completely nutty!!!
**Andrew Reid, 56 Mary Morrison Drive, Mauchline, Ayrshire, Scotland, KA5 6AR**
● Looking for 14-15 year old female grunge/heavy metal freak Amiga owner (1200). Photo preferred but not essential. **Ben Ashmead, 128 Hampstead Road, Brislington, Bristol, BS4 3HN**
● I'm 14 and own an A1200. Looking for good looking female, 14 -15 years old with an A1200
**Adam McCormack, 1 Ducklands, Bordon, Hants, GU35 0BT**
● Worldwide pen pals wanted. Male or female, 16+. 100% reply. **Andrea Kelly, 107 Kensington Road, Oakhill, Stoke-on-Trent, Staffs., ST4 5BD**
● I'm a 19 year old Amiga 4000 owner. I'm interested in programming, CDTV, Glock Opalvision. Pen Pal wanted (M/F) all ages and all over the world. 100% reply. **Abdul Hakeem A. Al Qudahi, KSA, AL Riady, King Saudi University, Building 15, Room 3J, Floor 3.**

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## THE SECRET CAVERN

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☐ Software ☐ Hardware ☐ Wanted ☐ Swaps ☐ Pen-pals

December 1994

# 122 A BAFFLING CASE FOR INSPECTOR GEEZER

"I suppose you're wondering why I called you all here today," murmured Inspector Geezer as he sucked at his pipe and directed Franklin the butler to draw the curtains of Crampton Manor's famous library.

"You're no doubt aware that the local press has been running a series of stories on a mystery killer of door-to-door encyclopaedia salesmen (volumes A-C and H-I). The stories do not contain the entire facts of the case. With the aid of a newspaper baron we have managed to conceal the fact that the victims are not door-to-door encyclopaedia salesmen (volumes A-C and H-I) but goalkeepers. There is no need to maintain this deception any longer.

"Ladies and gentlemen, with the aid of the redoubtable Constable Aaarghh I have been working on this case since the beginning, and after a thorough examination of the few clues this particularly clever killer overlooked, I have come to the conclusion that these murders were committed to conceal the true crime – also, that the killer is in this room." The Inspector's gaze swam briefly out of focus, but he shook away the peculiar feeling of déjà vû. "I shall now describe how I solved the case. Aaarghh." The Constable switched off the lights and started the slide projector.

**"The first victim," said the Inspector, "was plucky Eric Knabbs of Dorchester United. We received a call from the stadium and arrived to find Dorchester had lost 4-1 to arch-rivals Newtown. It appears that Knabbs had been poisoned at half-time and had died sometime between goals two and three."**

**"It was barely a week before the murderer struck again," continued the Inspector, rapping at the makeshift screen with his pipe. "This time we received a tip-off from Constable Wretch, who was watching Upminster City play away to Westwick and noticed that Upminster's Gareth Buggs seemed peculiarly off-form, but arrived too late due to traffic."**

**"Murder number three. Richard Oaf of the Fivesides Reserves, on their home ground. Again we were alerted by a tip-off, but once more we arrived too late due to my misreading of the map and consequent direction of Constable Aaarghh to take the incorrect trunk road.**

**"This murder, for me, was the turning point of the case. I could see a pattern was now definitely emerging."**

**"A very nasty murder, this one. Wendy O'Wendy, shot with a blow dart coated with curare – the poison of the South American Indians. With the aid of a famous cartographer we reached the stadium in time, but assumed we were too late and left, at which point the killer struck."**

**"The final victim was wealthy industrialist and eccentric costume dramatist Sir Henry Crampton, stabbed through the heart with a paper knife as he read his broker's stock reports in the study. Constable Aaarghh and I were on the scene within minutes and therefore able to make several shrewd investments in tin."**

The lights snapped on, and the Inspector turned back to face the room. "It was a baffling case," he said, lifting a decanter to replenish his glass of F-Max, the lightly sparkling fish drink. "From the first I suspected that the wholesale elimination of goalkeepers might not have been the killer's true motive, but it wasn't until the fifth murder that his purpose became clear." He gestured to Constable Aaarghh, who moved discreetly to cover the door.

The Inspector pointed a finger at Henry Crampton Junior, now fabulously wealthy son and heir of Sir Henry. "Henry Crampton Junior, now fabulously wealthy son and heir of Sir Henry – j'accuse."

"You must be mad," said the now fabulously wealthy son and heir of Sir Henry. "You have no evidence."

"On the contrary," said the Inspector icily. "You made one fatal mistake. We have several fingerprints from the paper knife and goalkeepers."

"You lie," growled Henry, "for I – "

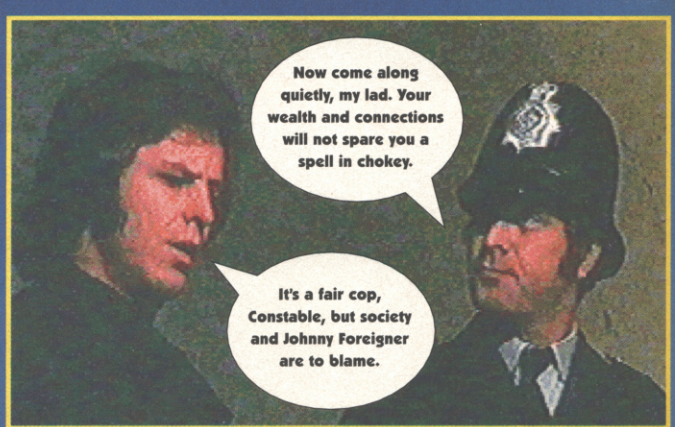
"You wore gloves and disguised yourself as an elderly flower seller, disposing of the costume in a bin outside the Italian restaurant of Giuseppe Verdacci, successful immigrant? I think, sir, that confession seals your fate."

"You damned interfering jackanapes!" exploded Henry, leaping for the Inspector's throat. But Constable Aaarghh was ready, and a swift truncheon blow brought the killer crashing to the ground with well-deserved injuries.

"I believe that wraps up that case, Constable," smiled the Inspector. "And if we hurry, we'll just be in time to catch the local football match."

"Yes, sir," grinned the trusty bobby. "And I'll wager it will be a far fairer contest with the likes of Sir Henry Crampton Junior safely behind bars. Ha ha ha."

THE END



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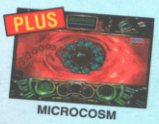
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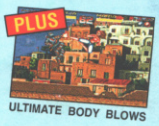
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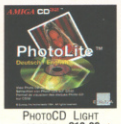
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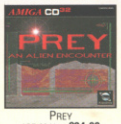
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